

## Re: problems with .pdb file

**Source:** <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.debugger/2004-11/0161.html>

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**From:** Everett Joline ([ejoline\\_at\\_optonline.net](mailto:ejoline_at_optonline.net))

**Date:** 11/28/04

Date: Sun, 28 Nov 2004 11:17:47 -0500

<<my machine doesn't have the necessary D3D support adapter to run your program>>

Wow.. this is amazing to me considering how important screen graphics and computer games are to many users of Windows.

I would think that you could get MS to spring for the \$30 or so to get an entry level graphics card compatible with DX90c.

Thanks,  
E-Jo

"Gary Chang[MSFT]" <[v-garych@online.microsoft.com](mailto:v-garych@online.microsoft.com)> wrote in message news:OEvZHhG1EHA.3820@cpmsftngxa10.phx.gbl...

> *Hi Everett,*

>

> *I found the problem why your program breaks in the main-window on my machine, it appears my machine doesn't have the necessary D3D support adapter to run your program,:*

> *Line 168 in MfcOgl.cpp:*

> *BOOL AMD3DApp::InitInstance(){*

> *..*

> *if(FAILED(g\_pD3D->CreateDevice(D3DADAPTER\_DEFAULT, D3DDEVTYPE\_HAL,*

> *g\_view->GetSafeHwnd(),*

> *D3DCREATE\_SOFTWARE\_VERTEXPROCESSING, &d3dpp, &g\_pd3dDevice)))*

> *return E\_FAIL;*

>

> *When the program runs into the above code, it will return E\_FAIL and exit*

> *directly from the InitInstance routine, so it don't have any chance to*

*run*

> *the AM::Initialize routine and the pNet would not be initialized :(*

>

> *So do you have another sample projects which doesn't need high level D3D*

> *adapter, or maybe you could do some changes to this program to make it run*

> *easily on my machine?*

>

>

> *Thanks for your understanding and patience!*

microsoft.public.vc.debugger: Re: problems with .pdb file

>

> *Best regards,*

>

> *Gary Chang*

> *Microsoft Online Partner Support*

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