

"Your video card driver does not support the selected Vulkan version" Message upon Godot Module Launch

Operation of the [Godot Module](#) requires Vulkan API.



If you get error messages when launching the Godot module, you need to install a video card driver that supports the Vulkan API. OpenGL is not supported.

To view the Vulkan SDK library version installed on the server, you can use the OpenGL Extension Viewer app.

The screenshot shows the OpenGL Extensions Viewer application. The title bar reads "OpenGL Extensions Viewer - 6.3.8.0". The interface includes a sidebar with navigation options like Summary, Extensions, Display modes & pixel formats, GL Rendering tests, Vulkan Rendering tests, Database, OpenGL Report, Vulkan Report, CPU Report, Submit Report, and Technical Support. The main content area displays "View basic information about your graphics renderer". Under "System informations", it lists: Renderer: Quadro P2200/PCIe/SSE2 (Forward Context 4.6), Adapter RAM: 5120 MB, Monitors: (empty), Resolution: (empty), Operation system: Microsoft Windows Server 2012, and Processor: Intel(R) Xeon(R) CPU E5-2670 v3. The "OpenGL" section shows Version: 4.6 (4.6.0 NVIDIA 473.81) and Driver version: GeForce™ Drivers 473.81 (7-11-2022, Version86.6.77.0.3). The "DirectX" section shows Supported profiles: 11.2 and Shader model: 5.0. The "Vulkan" section shows Version: 1.2.175, which is highlighted with a red box. A status bar at the bottom indicates "Ready" and a message: "A more updated display drivers exists for your video card. Click 'Get the latest version'".

From:
<https://wiki.skylark.tv/> - **wiki.skylark.tv**

Permanent link:
<https://wiki.skylark.tv/troubleshooting/software/1015>

Last update: **2023/07/31 17:13**

