
3DGRED (3D Graphics Reporter)

The problem is I'm getting an error when I run the program and the error is 'Thread' object has no attribute 'connection'. Here is the coding for the program: #José Luis López Miguel-Galán #Coded on: 7-07-2018 #URL: #License: CCBY 4.0 #A license for software to be used in projects of educational and social interest. #The software should be provided in its entirety without modification, with copyright notice and the original copyright, license and warranty. #The project be carried out for the development of a group of users, which in turn, facilitates the distribution, review, inclusion and correction of changes. #Standard: GPL Version 3. # #Copyright by: José López-Miguel Galán #Last modified: 7-07-2018 # #This program is free software; you can redistribute it and/or modify #it under the terms of the GNU General Public License as published by #the Free Software Foundation; either version 3 of the License, or #(at your option) any later version. # #This program is distributed in the hope that it will be useful, #but WITHOUT ANY WARRANTY; without even the implied warranty of #MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the #GNU General Public License for more details. # #You should have received a copy of the GNU General Public License #along with this program. If not, see . import os import sys import traceback import pickle import cPickle #Custom utilities sys.path.append("E:\\Andreas Alfons\\Documents\\Visual Studio 2015\\Projects\\ToolVignette") os.environ["PYTHONUNBUFFERED"] = "True" sys.stdout = open(os.devnull, 'w') #System modules sys.path.append("E:\\Andreas Alfons\\Documents\\Visual Studio 2015\\Projects\\ToolVignette\\Scripts") import sys #Module version control, this is useful to prevent changes on the source from pyversion import version

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