



If you don't know how to fix this, take a screenshot and send it to the developer.  
(You can disable this updated error log on EliMZ\_Book plugin parameters)

### **Error**

Failed to initialize graphics.

### **Current or Last Event Running**

No interpreter context available.

### **Stack trace**

```
er: Failed to initialize graphics.  
at SceneManager.initGraphics  
ps://www.epicfurious.com/game/js/rmmz_managers.js:1957:15)  
at SceneManager.initialize  
ps://www.epicfurious.com/game/js/rmmz_managers.js:1929:10)  
at SceneManager.initialize  
ps://www.epicfurious.com/game/js/plugins/CGMZ_Core.js:1662:41)  
t SceneManager.run  
ps://www.epicfurious.com/game/js/rmmz_managers.js:1918:14)  
at Main.onEffekseerLoad  
ps://www.epicfurious.com/game/js/main.js:150:22)  
at _onRuntimeInitialized  
ps://www.epicfurious.com/game/js/libs/effekseer.min.js:35:44)  
at https://www.epicfurious.com/game/js/libs/effekseer.min.js:35:327
```



