Couldn't set pixel format org.lwjgl.LWJGLException: Pixel format not accelerated at org.lwjgl.opengl.WindowsPeerInfo.nChoosePixelFormat(Native Method) at org.lwjgl.opengl.WindowsPeerInfo.choosePixelFormat(WindowsPeerInfo.java:52) at org.lwjgl.opengl.WindowsDisplay.createWindow(WindowsDisplay.java:247) at org.lwjgl.opengl.Display.createWindow(Display.java:306) at org.lwjgl.opengl.Display.create(Display.java:848) at org.lwjgl.opengl.Display.create(Display.java:757) at bhz.at(SourceFile:622) at bhz.aq(SourceFile:458) at bhz.a(SourceFile:404) at net.minecraft.client.main.Main.main(SourceFile:123)