Graphics Feature Status

- Canvas: Software only, hardware acceleration unavailable
- Flash: Hardware accelerated
- Flash Stage3D: Software only, hardware acceleration unavailable
- Flash Stage3D Baseline profile: Software only, hardware acceleration unavailable
- Compositing: Hardware accelerated
- Rasterization: Software only, hardware acceleration unavailable
- Threaded Rasterization: Enabled
- Video Decode: Software only, hardware acceleration unavailable
- Video Encode: Hardware accelerated
- WebGL: Hardware accelerated

Driver Bug Workarounds

- clear_uniforms_before_first_program_use
- count_all_in_varyings_packing
- disable_ext_occlusion_query
- disable_post_sub_buffers_for_onscreen_surfaces

Problems Detected

- Accelerated 2d canvas is unstable in Linux at the moment
  Disabled Features: accelerated_2d_canvas
- Stage3D is not supported on Linux: 129848
  Disabled Features: flash_stage3d
- Accelerated video decode is unavailable on Mac and Linux: 137247, 133828
  Disabled Features: accelerated_video_decode
- Additional GPU rasterization whitelist for field trial: 380694
  Disabled Features: gpu_rasterization_field_trial
- Whitelist for using GPU rasterization for a broader set of content: 399306
  Disabled Features: gpu_rasterization_expanded_heuristics
- GPU rasterization is blacklisted on non-Android: 362779
  Disabled Features: gpu_rasterization
- EXT_occlusion_query appears to be buggy with Intel GPUs on Linux
  Applied Workarounds: disable_ext_occlusion_query
- Clear uniforms before first program use on all platforms: 124764, 349137
  Applied Workarounds: clear_uniforms_before_first_program_use
- Mesa drivers in Linux handle varyings without static use incorrectly: 333885
  Applied Workarounds: count_all_in_varyings_packing
- Disable partial swaps on linux drivers: 339493
  Applied Workarounds: disable_post_sub_buffers_for_onscreen_surfaces

Version Information

Data exported	15/11/2014 02:36:30
Chrome version	Chrome/38.0.2125.122
Operating system	Linux 3.13.0-24-generic
Software rendering list version	9.7
Driver bug list version	7.2
ANGLE commit id	fd7762fbe2a7
2D graphics	Skia

backend	
Command Line Args	--flag-switches-begin --flag-switches-end

Driver Information

Initialization time	606
Sandboxed	true
GPU0	VENDOR = 0x8086, DEVICE= 0x2a02
Optimus	false
AMD switchable	false
Driver vendor	Mesa
Driver version	10.1.0
Driver date	
Pixel shader version	1.20
Vertex shader version	1.20
Machine model name	
Machine model version	
GL_VENDOR	Intel Open Source Technology Center
GL_RENDERER	Mesa DRI Intel(R) 965GM x86/MMX/SSE2
GL_VERSION	2.1 Mesa 10.1.0
	GL_ARB_multisample GL_EXT_abgr GL_EXT_bgra GL_EXT_blend_color GL_EXT_blend_minmax GL_EXT_blend_subtract GL_EXT_copy_texture GL_EXT_polygon_offset GL_EXT_subtexture GL_EXT_texture_object GL_EXT_vertex_array GL_EXT_compiled_vertex_array GL_EXT_texture GL_EXT_texture3D GL_IBM_rasterpos_clip GL_ARB_point_parameters GL_EXT_draw_range_elements GL_EXT_packed_pixels GL_EXT_point_parameters GL_EXT_rescale_normal GL_EXT_separate_specular_color GL_EXT_texture_edge_clamp GL_SGIS_generate_mipmap GL_SGIS_texture_border_clamp GL_SGIS_texture_edge_clamp GL_SGIS_texture_lod GL_ARB_framebuffer_sRGB GL_ARB_multitexture GL_EXT_framebuffer_sRGB GL_IBM_multimode_draw_arrays GL_IBM_texture_mirrored_repeat GL_3DFX_texture_compression_FXT1 GL_ARB_texture_cube_map GL_ARB_texture_env_add GL_ARB_transpose_matrix GL_EXT_blend_func_separate GL_EXT_fog_coord GL_EXT_multi_draw_arrays GL_EXT_secondary_color GL_EXT_texture_env_add GL_EXT_texture_filter_anisotropic GL_EXT_texture_lod_bias GL_INGR_blend_func_separate GL_NV_blend_square GL_NV_light_max_exponent GL_NV_texgen_reflection GL_NV_texture_env_combine4 GL_S3_s3tc GL_SUN_multi_draw_arrays GL_ARB_texture_border_clamp GL_ARB_texture_compression GL_EXT_framebuffer_object GL_EXT_texture_compression_s3tc

GL_EXTENSIONS	GL_EXT_texture_env_combine GL_EXT_texture_env_dot3 GL_MESA_window_pos GL_NV_packed_depth_stencil GL_NV_texture_rectangle GL_ARB_depth_texture GL_ARB_occlusion_query GL_ARB_shadow GL_ARB_texture_env_combine GL_ARB_texture_env_crossbar GL_ARB_texture_env_dot3 GL_ARB_texture_mirrored_repeat GL_ARB_window_pos GL_ATI_envmap_bumpmap GL_EXT_stencil_two_side GL_EXT_texture_cube_map GL_NV_depth_clamp GL_APPLE_packed_pixels GL_APPLE_vertex_array_object GL_ARB_draw_buffers GL_ARB_fragment_program GL_ARB_fragment_shader GL_ARB_shader_objects GL_ARB_vertex_program GL_ARB_vertex_shader GL_ATI_draw_buffers GL_ATI_texture_env_combine3 GL_ATI_texture_float GL_EXT_shadow_funcs GL_EXT_stencil_wrap GL_MESA_pack_invert GL_MESA_ycbcr_texture GL_NV_primitive_restart GL_ARB_depth_clamp GL_ARB_fragment_program_shadow GL_ARB_half_float_pixel GL_ARB_occlusion_query2 GL_ARB_point_sprite GL_ARB_shading_language_100 GL_ARB_sync GL_ARB_texture_non_power_of_two GL_ARB_vertex_buffer_object GL_ATI_blend_equation_separate GL_EXT_blend_equation_separate GL_OES_read_format GL_ARB_color_buffer_float GL_ARB_pixel_buffer_object GL_ARB_texture_compression_rgtc GL_ARB_texture_float GL_ARB_texture_rectangle GL_EXT_packed_float GL_EXT_pixel_buffer_object GL_EXT_texture_compression_dxt1 GL_EXT_texture_compression_rgtc GL_EXT_texture_rectangle GL_EXT_texture_sRGB GL_EXT_texture_shared_exponent GL_ARB_framebuffer_object GL_EXT_framebuffer_blit GL_EXT_packed_depth_stencil GL_APPLE_object_purgeable GL_ARB_vertex_array_object GL_ATI_separate_stencil GL_EXT_draw_buffers2 GL_EXT_draw_instanced GL_EXT_gpu_program_parameters GL_EXT_texture_array GL_EXT_texture_integer GL_EXT_texture_sRGB_decode GL_OES_EGL_image GL_ARB_copy_buffer GL_ARB_depth_buffer_float GL_ARB_draw_instanced GL_ARB_half_float_vertex GL_ARB_instanced_arrays GL_ARB_map_buffer_range GL_ARB_texture_rg GL_ARB_texture_swizzle GL_ARB_vertex_array_bgra GL_EXT_separate_shader_objects GL_EXT_texture_swizzle GL_EXT_vertex_array_bgra GL_NV_conditional_render GL_AMD_seamless_cubemap_per_texture GL_ARB_ES2_compatibility GL_ARB_debug_output GL_ARB_draw_elements_base_vertex GL_ARB_explicit_attrib_location GL_ARB_fragment_coord_conventions GL_ARB_provoking_vertex GL_ARB_sampler_objects GL_ARB_seamless_cube_map GL_ARB_shader_texture_lod GL_ARB_texture_rgb10_a2ui GL_ARB_vertex_type_2_10_10_10_rev GL_EXT_provoking_vertex GL_EXT_texture_snorm GL_MESA_texture_signed_rgba GL_ARB_get_program_binary GL_ARB_robustness GL_ARB_shader_bit_encoding GL_ANGLE_texture_compression_dxt3

	GL_ANGLE_texture_compression_dxt5 GL_ARB_internalformat_query GL_ARB_map_buffer_alignment GL_ARB_texture_storage GL_AMD_shader_trinary_minmax GL_ARB_clear_buffer_object GL_ARB_invalidate_subdata GL_ARB_vertex_attrib_binding GL_KHR_debug GL_ARB_texture_mirror_clamp_to_edge
Window system binding vendor	SGI
Window system binding version	1.4
Window system binding extensions	GLX_ARB_create_context GLX_ARB_create_context_profile GLX_ARB_create_context_robustness GLX_ARB_fbconfig_float GLX_ARB_framebuffer_sRGB GLX_ARB_multisample GLX_EXT_create_context_es2_profile GLX_EXT_framebuffer_sRGB GLX_EXT_import_context GLX_EXT_texture_from_pixmap GLX_EXT_visual_info GLX_EXT_visual_rating GLX_MESA_copy_sub_buffer GLX_OML_swap_method GLX_SGI_swap_control GLX_SGIS_multisample GLX_SGIX_fbconfig GLX_SGIX_pbuffer GLX_SGIX_visual_select_group GLX_INTEL_swap_event
Direct rendering	Yes
Reset notification strategy	0x8252
GPU process crash count	0