



+sampleAlphaToCoverage
+alphaTest
+scissorTest
+depthTest
+cullFaceEnabled
+blendEnabled
+depthWrite
+sampleCoverage
+colorWriteMask
+stencilTest
...

+clearDepth
+clearColors

+stencilMask
+elementArrayBuffer
+currentProgram
+boundTexture
+vertexArrayBuffer
+vertexAttribsEnabled
+blendDestination
+activeTexture
+arrayBuffer
+stencilTestSPDP
...

