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## Graphics Feature Status

- Canvas: **Software only**, hardware acceleration unavailable
- CheckerImaging: **Disabled**
- Flash: **Software only**. Hardware acceleration disabled
- Flash Stage3D: **Software only**. Hardware acceleration disabled
- Flash Stage3D Baseline profile: **Software only**. Hardware acceleration disabled
- Compositing: **Software only**. Hardware acceleration disabled
- Multiple Raster Threads: **Enabled**
- Native GpuMemoryBuffers: **Software only**. Hardware acceleration disabled
- Rasterization: **Software only**. Hardware acceleration disabled
- Surface Synchronization: **Enabled**
- Video Decode: **Software only**. Hardware acceleration disabled
- Viz Service Display Compositor: **Disabled**
- WebGL: **Software only**, hardware acceleration unavailable
- WebGL2: **Software only**, hardware acceleration unavailable

## Problems Detected

- Native GpuMemoryBuffers have been disabled, either via about:flags or command line.  
*Disabled Features: **native\_gpu\_memory\_buffers***
- Viz service display compositor is not enabled by default.  
*Disabled Features: **viz\_display\_compositor***
- Checker-imaging has been disabled via finch trial or the command line.  
*Disabled Features: **checker\_imaging***

## Version Information

<b>Data exported</b>	2018-08-24T20:24:37.218Z
<b>Chrome version</b>	Chrome/67.0.3396.87
<b>Operating system</b>	Linux 3.13.0-66-generic
<b>Software rendering list URL</b>	<a href="https://chromium.googlesource.com/chromium/src/+878cd31214ac27a3996">https://chromium.googlesource.com/chromium/src/+878cd31214ac27a3996</a>
<b>Driver bug list URL</b>	<a href="https://chromium.googlesource.com/chromium/src/+878cd31214ac27a3996">https://chromium.googlesource.com/chromium/src/+878cd31214ac27a3996</a>
<b>ANGLE commit id</b>	702006f4a07e
<b>2D graphics backend</b>	Skia/67 78b60f4ff13b83da98ae2bca85aaef0a98b61098-
<b>Command Line</b>	/usr/bin/google-chrome --user-data-dir=/tmp/test_gpu --flag-switches-begin --flag-switches-end

## Driver Information

<b>Initialization time</b>	25
<b>In-process GPU</b>	false
<b>Passthrough Command Decoder</b>	false
<b>Direct Composition</b>	false
<b>Supports overlays</b>	false
<b>Sandboxed</b>	true
<b>GPU0</b>	VENDOR = 0x8086, DEVICE= 0x0412 *ACTIVE*
<b>Optimus</b>	false

<b>AMD switchable</b>	false
<b>Driver vendor</b>	Mesa
<b>Driver version</b>	10.1.3
<b>Driver date</b>	
<b>Pixel shader version</b>	1.30
<b>Vertex shader version</b>	1.30
<b>Max. MSAA samples</b>	8
<b>Machine model name</b>	
<b>Machine model version</b>	
<b>GL_VENDOR</b>	Google Inc. (Intel Open Source Technology Center)
<b>GL_RENDERER</b>	Google SwiftShader (Mesa DRI Intel(R) Haswell Desktop )
<b>GL_VERSION</b>	OpenGL ES 2.0 SwiftShader (3.0 Mesa 10.1.3)
<b>GL_EXTENSIONS</b>	GL_ARB_ES2_compatibility GL_ARB_ES3_compatibility GL_ARB_blend_func_extended GL_ARB_clear_buffer_object GL_ARB_color_buffer_float GL_ARB_copy_buffer GL_ARB_conservative_depth GL_ARB_debug_output GL_ARB_depth_buffer_float GL_ARB_depth_clamp GL_ARB_depth_texture GL_ARB_draw_buffers GL_ARB_draw_buffers_blend GL_ARB_draw_elements_base_vertex GL_ARB_draw_instanced GL_ARB_explicit_attrib_location GL_ARB_fragment_coord_conventions GL_ARB_fragment_program GL_ARB_fragment_program_shadow GL_ARB_fragment_shader GL_ARB_framebuffer_object GL_ARB_framebuffer_sRGB GL_ARB_get_program_binary GL_ARB_half_float_pixel GL_ARB_half_float_vertex GL_ARB_instanced_arrays GL_ARB_internalformat_query GL_ARB_invalidate_subdata GL_ARB_map_buffer_alignment GL_ARB_map_buffer_range GL_ARB_multisample GL_ARB_multitexture GL_ARB_occlusion_query2 GL_ARB_occlusion_query GL_ARB_pixel_buffer_object GL_ARB_point_parameters GL_ARB_point_sprite GL_ARB_provoking_vertex GL_ARB_robustness GL_ARB_sample_shading GL_ARB_sampler_objects GL_ARB_seamless_cube_map GL_ARB_shader_atomic_counters GL_ARB_shader_bit_encoding GL_ARB_shader_objects GL_ARB_shader_texture_lod GL_ARB_shading_language_100 GL_ARB_shading_language_packing GL_ARB_shading_language_420pack GL_ARB_shadow GL_ARB_sync GL_ARB_texture_border_clamp GL_ARB_texture_compression GL_ARB_texture_compression_rgtc GL_ARB_texture_cube_map GL_ARB_texture_cube_map_array GL_ARB_texture_env_add GL_ARB_texture_env_combine GL_ARB_texture_env_crossbar GL_ARB_texture_env_dot3 GL_ARB_texture_float GL_ARB_texture_gather GL_ARB_texture_mirrored_repeat GL_ARB_texture_mirror_clamp_to_edge GL_ARB_texture_multisample GL_ARB_texture_non_power_of_two GL_ARB_texture_query_levels GL_ARB_texture_query_lod GL_ARB_texture_rectangle GL_ARB_texture_rgb10_a2ui GL_ARB_texture_rg GL_ARB_texture_storage GL_ARB_texture_storage_multisample GL_ARB_texture_swizzle GL_ARB_timer_query GL_ARB_transpose_matrix GL_ARB_uniform_buffer_object GL_ARB_vertex_array_bgra GL_ARB_vertex_array_object

GL\_ARB\_vertex\_attrib\_binding GL\_ARB\_vertex\_buffer\_object  
GL\_ARB\_vertex\_program GL\_ARB\_vertex\_shader  
GL\_ARB\_vertex\_type\_10f\_11f\_11f\_rev  
GL\_ARB\_vertex\_type\_2\_10\_10\_10\_rev GL\_ARB\_window\_pos  
GL\_EXT\_abgr GL\_EXT\_bgra GL\_EXT\_blend\_color  
GL\_EXT\_blend\_equation\_separate GL\_EXT\_blend\_func\_separate  
GL\_EXT\_blend\_minmax GL\_EXT\_blend\_subtract  
GL\_EXT\_compiled\_vertex\_array GL\_EXT\_copy\_texture  
GL\_EXT\_draw\_buffers2 GL\_EXT\_draw\_instanced  
GL\_EXT\_draw\_range\_elements GL\_EXT\_fog\_coord  
GL\_EXT\_framebuffer\_blit GL\_EXT\_framebuffer\_multisample  
GL\_EXT\_framebuffer\_multisample\_blit\_scaled  
GL\_EXT\_framebuffer\_object GL\_EXT\_framebuffer\_sRGB  
GL\_EXT\_gpu\_program\_parameters GL\_EXT\_multi\_draw\_arrays  
GL\_EXT\_packed\_depth\_stencil GL\_EXT\_packed\_float  
GL\_EXT\_packed\_pixels GL\_EXT\_pixel\_buffer\_object  
GL\_EXT\_point\_parameters GL\_EXT\_polygon\_offset  
GL\_EXT\_provoking\_vertex GL\_EXT\_rescale\_normal  
GL\_EXT\_secondary\_color GL\_EXT\_separate\_shader\_objects  
GL\_EXT\_separate\_specular\_color GL\_EXT\_shader\_integer\_mix  
GL\_EXT\_shadow\_funcs GL\_EXT\_stencil\_two\_side GL\_EXT\_stencil\_wrap  
GL\_EXT\_subtexture GL\_EXT\_texture3D GL\_EXT\_texture\_array  
GL\_EXT\_texture\_compression\_dxt1  
GL\_ANGLE\_texture\_compression\_dxt3  
GL\_ANGLE\_texture\_compression\_dxt5  
GL\_EXT\_texture\_compression\_rgtc GL\_EXT\_texture\_compression\_s3tc  
GL\_EXT\_texture\_cube\_map GL\_EXT\_texture\_edge\_clamp  
GL\_EXT\_texture\_env\_add GL\_EXT\_texture\_env\_combine  
GL\_EXT\_texture\_env\_dot3 GL\_EXT\_texture\_filter\_anisotropic  
GL\_EXT\_texture\_integer GL\_EXT\_texture\_lod\_bias  
GL\_EXT\_texture\_object GL\_EXT\_texture GL\_EXT\_texture\_rectangle  
GL\_EXT\_texture\_shared\_exponent GL\_EXT\_texture\_snorm  
GL\_EXT\_texture\_sRGB GL\_EXT\_texture\_sRGB\_decode  
GL\_EXT\_texture\_swizzle GL\_EXT\_timer\_query  
GL\_EXT\_transform\_feedback GL\_EXT\_vertex\_array\_bgra  
GL\_EXT\_vertex\_array GL\_OES\_EGL\_image GL\_OES\_read\_format  
GL\_KHR\_debug GL\_3DFX\_texture\_compression\_FXT1  
GL\_AMD\_conservative\_depth GL\_AMD\_draw\_buffers\_blend  
GL\_AMD\_seamless\_cubemap\_per\_texture  
GL\_AMD\_shader\_trinary\_minmax GL\_APPLE\_object\_purgeable  
GL\_APPLE\_packed\_pixels GL\_APPLE\_vertex\_array\_object  
GL\_ATI\_blend\_equation\_separate GL\_ATI\_draw\_buffers  
GL\_ATI\_envmap\_bumpmap GL\_ATI\_separate\_stencil  
GL\_ATI\_texture\_env\_combine3 GL\_ATI\_texture\_float  
GL\_IBM\_multimode\_draw\_arrays GL\_IBM\_rasterpos\_clip  
GL\_IBM\_texture\_mirrored\_repeat GL\_INGR\_blend\_func\_separate  
GL\_MESA\_pack\_invert GL\_MESA\_texture\_signed\_rgba  
GL\_MESA\_window\_pos GL\_NV\_blend\_square GL\_NV\_conditional\_render  
GL\_NV\_depth\_clamp GL\_NV\_light\_max\_exponent  
GL\_NV\_packed\_depth\_stencil GL\_NV\_primitive\_restart  
GL\_NV\_texgen\_reflection GL\_NV\_texture\_env\_combine4  
GL\_NV\_texture\_rectangle GL\_S3\_s3tc GL\_SGIS\_generate\_mipmap  
GL\_SGIS\_texture\_border\_clamp GL\_SGIS\_texture\_edge\_clamp  
GL\_SGIS\_texture\_lod GL\_SUN\_multi\_draw\_arrays

<b>Disabled Extensions</b>	
<b>Disabled WebGL Extensions</b>	
<b>Window system binding vendor</b>	SGI
<b>Window system binding version</b>	1.4
<b>Window system binding extensions</b>	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
<b>Window manager</b>	Openbox
<b>XDG_CURRENT_DESK</b>	LXDE
<b>GDMSESSION</b>	Lubuntu
<b>Compositing manager</b>	No
<b>Direct rendering</b>	Yes
<b>Reset notification strategy</b>	0x8261
<b>GPU process crash count</b>	0
<b>System visual ID</b>	32
<b>RGBA visual ID</b>	95

## Compositor Information

<b>Tile Update Mode</b>	One-copy
<b>Partial Raster</b>	Enabled

## GpuMemoryBuffers Status

<b>ATC</b>	Software only
<b>ATCIA</b>	Software only
<b>DXT1</b>	Software only
<b>DXT5</b>	Software only
<b>ETC1</b>	Software only
<b>R_8</b>	Software only
<b>R_16</b>	Software only
<b>RG_88</b>	Software only
<b>BGR_565</b>	Software only
<b>RGBA_4444</b>	Software only
<b>RGBX_8888</b>	Software only
<b>RGBA_8888</b>	Software only
<b>BGRX_8888</b>	Software only
<b>BGRX_1010102</b>	Software only

<b>RGBX_1010102</b>	Software only
<b>BGRA_8888</b>	Software only
<b>RGBA_F16</b>	Software only
<b>YVU_420</b>	Software only
<b>YUV_420_BIPLANAR</b>	Software only
<b>UYVY_422</b>	Software only

## Display(s) Information

<b>Info</b>	Display[4693558865375044] bounds=[0,0 2560x1440], workarea=[0,30 2560x1410], scale=1, external.
<b>Color space information</b>	{primaries_d50_referred: [[0.6582, 0.3350], [0.3139, 0.6308], [0.1505, 0.0424]], transfer:0.0000*x + 0.0000 if x < 0.0000 else (1.0000*x + 0.0000)**2.2000 + 0.0000, matrix:RGB, range:FULL}
<b>Bits per color component</b>	8
<b>Bits per pixel</b>	24

## Video Acceleration Information