

Copy Report to Clipboard

## Graphics Feature Status

- Canvas: **Software only. Hardware acceleration disabled**
- Compositing: **Software only. Hardware acceleration disabled**
- Multiple Raster Threads: **Disabled**
- Out-of-process Rasterization: **Disabled**
- OpenGL: **Disabled**
- Rasterization: **Software only. Hardware acceleration disabled**
- Skia Renderer: **Enabled**
- Video Decode: **Software only. Hardware acceleration disabled**
- Vulkan: **Disabled**
- WebGL: **Disabled**
- WebGL2: **Disabled**

## Problems Detected

- GPU process was unable to boot: GPU access is disabled due to frequent crashes.  
*Disabled Features: **all***
- Gpu compositing has been disabled, either via blacklist, about:flags or the command line. The browser will fall back to software compositing and hardware acceleration will be unavailable.  
*Disabled Features: **gpu\_compositing***
- Accelerated video decode has been disabled, either via blacklist, about:flags or the command line.  
*Disabled Features: **video\_decode***

## Version Information

Data exported	2024-02-01T09:46:32.686Z
Chrome version	HeadlessChrome/90.0.4430.212
Operating system	Linux 5.15.133.1-microsoft-standard-WSL2
Software rendering list URL	<a href="https://chromium.googlesource.com/chromium/src/+e3cd97fc771b893b7fc">https://chromium.googlesource.com/chromium/src/+e3cd97fc771b893b7fc</a>
Driver bug list URL	<a href="https://chromium.googlesource.com/chromium/src/+e3cd97fc771b893b7fc">https://chromium.googlesource.com/chromium/src/+e3cd97fc771b893b7fc</a>
ANGLE commit id	unknown hash
2D graphics backend	Skia/90 f1e4f21baf44e7c9cc0efbbba21c4ed6009686b3
Command Line	/usr/lib/chromium/chromium --show-component-extension-options --enable-gpu-rasterization --no-default-browser-check --disable-pings --media-router=0 --enable-remote-extensions --load-extension --no-sandbox --headless --ignore-gpu-blacklist --print-to-pdf=/var/www/report-default.pdf --use-gl=swiftshader-webgl --allow-pre-commit-input --file-url-path-alias=/gen=/usr/lib/chromium/gen chrome://gpu

## Driver Information

Initialization time	0
In-process GPU	false
Passthrough Command Decoder	false
Sandboxed	false
GPU0	VENDOR= 0x0000, DEVICE=0x0000
Optimus	false

<b>AMD switchable</b>	false
<b>Driver vendor</b>	
<b>Driver version</b>	
<b>GPU CUDA compute capability major version</b>	0
<b>Pixel shader version</b>	
<b>Vertex shader version</b>	
<b>Max. MSAA samples</b>	
<b>Machine model name</b>	
<b>Machine model version</b>	
<b>GL_VENDOR</b>	Disabled
<b>GL_RENDERER</b>	Disabled
<b>GL_VERSION</b>	Disabled
<b>GL_EXTENSIONS</b>	
<b>Disabled Extensions</b>	
<b>Disabled WebGL Extensions</b>	
<b>Window system binding vendor</b>	
<b>Window system binding version</b>	
<b>Window system binding extensions</b>	
<b>Window manager</b>	Unknown
<b>Compositing manager</b>	No
<b>System visual ID</b>	0
<b>RGBA visual ID</b>	0
<b>Direct rendering version</b>	unknown
<b>Reset notification strategy</b>	0x0000
<b>GPU process crash count</b>	0
<b>gfx::BufferFormats supported for allocation and texturing</b>	R_8: not supported, R_16: not supported, RG_88: not supported, BGR_565: not supported, RGBA_4444: not supported, RGBX_8888: not supported, RGBA_8888: not supported, BGRX_8888: not supported, BGRA_1010102: not supported, RGBA_1010102: not supported, BGRA_8888: not supported, RGBA_F16: not supported, YVU_420: not supported, YUV_420_BIPLANAR: not supported, P010: not supported

## Compositor Information

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

## GpuMemoryBuffers Status

<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>BGRA_1010102</b>	Software only
<b>RGBA_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>P010</b>	Software only

## Display(s) Information

<b>Info</b>	Display[2000] bounds=[0,0 800x600], workarea=[0,0 800x600], scale=1, rotation=0, panel_rotation=0 external.
<b>Color space (all)</b>	{primaries:BT709, transfer:IEC61966_2_1, matrix:RGB, range:FULL}
<b>Buffer format (all)</b>	RGBA_8888
<b>SDR white level in nits</b>	100
<b>Bits per color component</b>	8
<b>Bits per pixel</b>	24

## Video Acceleration Information

## Vulkan Information

## Device Performance Information

## Driver Information for Hardware GPU

<b>Initialization time</b>	0
<b>In-process GPU</b>	false
<b>Passthrough Command Decoder</b>	false
<b>Sandboxed</b>	false
<b>GPU0</b>	VENDOR= 0x0000, DEVICE=0x0000
<b>Optimus</b>	false
<b>AMD switchable</b>	false
<b>Driver vendor</b>	
<b>Driver version</b>	
<b>GPU CUDA compute capability major version</b>	0
<b>Pixel shader version</b>	
<b>Vertex shader version</b>	
<b>Max. MSAA samples</b>	
<b>Machine model name</b>	

<b>Machine model version</b>	
<b>GL_VENDOR</b>	Disabled
<b>GL_RENDERER</b>	Disabled
<b>GL_VERSION</b>	Disabled
<b>GL_EXTENSIONS</b>	
<b>Disabled Extensions</b>	
<b>Disabled WebGL Extensions</b>	
<b>Window system binding vendor</b>	
<b>Window system binding version</b>	
<b>Window system binding extensions</b>	
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## **Log Messages**

- [0201/104632.559598:ERROR:viz\_main\_impl.cc(150)] : Exiting GPU process due to errors during initialization
- GpuProcessHost: The GPU process exited normally. Everything is okay.
- [0201/104632.563457:ERROR:gpu\_init.cc(426)] : Passthrough is not supported, GL is disabled