

WebGL MAX parameters support

Max Vertex Attributes: **16**
Max Varying Vectors: **31**

Max Vertex Uniform Vectors: **1024**
Max Fragment Uniform Vectors: **512**

Max Fragment Texture Image Units: **16**
Max Vertex Texture Image Units: **16**
Max Combined Texture Image Units: **80**

Max 2D Texture Size: **16384**
Max Cube Texture Size: **16384**

Max Texture Anisotropy: **16**

Point Size Range: **1 - 2047**
Line Width Range: **1 - 1**

Max Viewport Dimensions: **16384 - 16384**
Max Renderbuffer Size: **16384**

Framebuffer Red Bits: **8**
Framebuffer Green Bits: **8**
Framebuffer Blue Bits: **8**
Framebuffer Alpha Bits: **8**

Framebuffer Depth Bits: **24**
Framebuffer Stencil Bits: **8**
Framebuffer Subpixel Bits: **8**

MSAA Samples: **4**
MSAA Sample Buffers: **1**

Supported Formats for UByte Render Targets : **RGBA RGB**

Supported Formats for Half Float Render Targets: **RGBA RGB**

Supported Formats for Full Float Render Targets: **RGBA RGB**

Max Multiple Render Targets Buffers: **8**

High Float Precision in Vertex Shader: **23** ($-2^{127} - 2^{127}$)
Medium Float Precision in Vertex Shader: **23** ($-2^{127} - 2^{127}$)
Low Float Precision in Vertex Shader: **23** ($-2^{127} - 2^{127}$)

High Float Precision in Fragment Shader: **23** ($-2^{127} - 2^{127}$)
Medium Float Precision in Fragment Shader: **23** ($-2^{127} - 2^{127}$)
Low Float Precision in Fragment Shader: **23** ($-2^{127} - 2^{127}$)

High Int Precision in Vertex Shader: **0** ($-2^{31} - 2^{30}$)
Medium Int Precision in Vertex Shader: **0** ($-2^{31} - 2^{30}$)
Low Int Precision in Vertex Shader: **0** ($-2^{31} - 2^{30}$)

High Int Precision in Fragment Shader: **0** ($-2^{31} - 2^{30}$)
Medium Int Precision in Fragment Shader: **0** ($-2^{31} - 2^{30}$)
Low Int Precision in Fragment Shader: **0** ($-2^{31} - 2^{30}$)

Supported Extensions: **ANGLE_instanced_arrays**
EXT_blend_minmax
EXT_disjoint_timer_query

EXT_frag_depth
EXT_shader_texture_lod
EXT_sRGB
EXT_texture_filter_anisotropic
WEBKIT_EXT_texture_filter_anisotropic
OES_element_index_uint
OES_standard_derivatives
OES_texture_float
OES_texture_float_linear
OES_texture_half_float
OES_texture_half_float_linear
OES_vertex_array_object
WEBGL_compressed_texture_s3tc
WEBKIT_WEBGL_compressed_texture_s3tc
WEBGL_debug_renderer_info
WEBGL_debug_shaders
WEBGL_depth_texture
WEBKIT_WEBGL_depth_texture
WEBGL_draw_buffers
WEBGL_lose_context
WEBKIT_WEBGL_lose_context

WebGL Renderer: **WebKit WebGL**

WebGL Vendor: **WebKit**

WebGL Version: **WebGL 1.0 (OpenGL ES 2.0 Chromium)**

Shading Language Version: **WebGL GLSL ES 1.0 (OpenGL ES GLSL ES 1.0 Chromium)**

Unmasked Renderer: **NVIDIA GeForce GT 750M OpenGL Engine**

Unmasked Vendor: **NVIDIA Corporation**