OpenGL Matrix - March 2013 G-Truc Creation

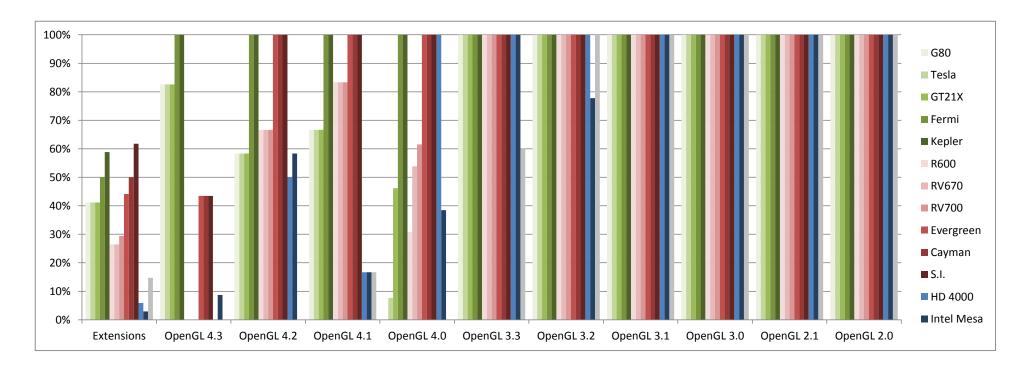
Vendor			NVIDIA	A					AMD			Intel	Intel Mesa	Apple
Drivers version		3	314.21 b	eta				13	3.3 beta 3			9.18.10.3006	9.1.1	10.8.3
Release date		1	16/03/20)13				18	/03/2013			23/02/2013	20/03/2013	14/03/2013
Platforms	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	Evergreen	Cayman	S.I.	HD 4000	Intel Mesa	MacOS X
Extensions	41%	41%	41%	50%	59%	26%	26%	29%	44%	50%	62%	6%	3%	15%
OpenGL 4.3	83%	83%	83%	100%	100%	0%	0%	0%	43%	43%	43%	0%	9%	0%
OpenGL 4.2	58%	58%	58%	100%	100%	67%	67%	67%	100%	100%	100%	50%	58%	0%
OpenGL 4.1	67%	67%	67%	100%	100%	83%	83%	83%	100%	100%	100%	17%	17%	17%
OpenGL 4.0	0%	8%	46%	100%	100%	31%	54%	62%	100%	100%	100%	100%	38%	0%
OpenGL 3.3	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	60%
OpenGL 3.2	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	78%	100%
OpenGL 3.1	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
OpenGL 3.0	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
OpenGL 2.1	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
OpenGL 2.0	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%

Nomenclature:

Supported

Not supported

Changes with previous report



OpenGL Extensions	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	Evergreen	Cayman	S.I.	HD 4000	Intel Mesa	MacOS X
AMD vertex shader viewport index	X	Χ	Х	Χ	Х	Х	Х	Х	V	V	V	X	X	X
AMD vertex shader layer	Χ	Χ	Χ	X	Χ	Χ	Χ	Χ	V	V	V	Χ	X	X
NV vertex buffer unified memory	V	V	V	V	V	Χ	Χ	Χ	Χ	Χ	Χ	X	X	X
AMD transform feedback3 lines triangles	Χ	Χ	Χ	X	Χ	Χ	Χ	Χ	X	V	V	X	X	X
EXT texture sRGB decode	Χ	Χ	Χ	V	V	Χ	Χ	Χ	V	V	V	Χ	X	V
KHR texture compression astc ldr	Χ	Χ	Χ	Χ	Χ	Χ	Χ	Χ	X	Χ	Χ	X	X	X
NV texture multisample	V	V	V	V	V	Χ	Χ	Χ	Χ	Χ	Χ	X	X	X
EXT texture mirror clamp	V	V	V	V	V	V	V	V	V	V	V	Х	X	V
ARB robustness	V	V	V	V	V	Χ	Χ	Χ	X	Χ	Χ	X	X	X
AMD stencil operation extended	X	Χ	X	X	X	Χ	X	X	X	Χ	V	Х	X	X
AMD sparse texture	X	Χ	X	Χ	Χ	Χ	Χ	Χ	X	Χ	V	Χ	X	Χ

ARB shading language include	V	٧	V	V V	/ X	(X	Х	X	X	Х	X	Х	Х	
AMD shader trinary minmax	X	Х	Χ	Х	<u> </u>	X	Х	Χ	Χ	V	X	X	Х	
ARB shader stencil export	X	X	Χ	X X	(X	X	X	V	V	V	X	X	X	
NV shader buffer store	X	X	Χ	V V	/ X	X	X	X	X	Х	X	X	X	
NV shader buffer load	V	V	V	V V	/ X	(X	Χ	Χ	Χ	X	X	X	X	
NV shader atomic float	X	X	Χ	٧	/ X	(X	X	Χ	Χ	X	X	X	X	
AMD seamless cubemap per texture	X	X	Χ	X \	/ X	X	V	V	V	V	X	X	X	
AMD sample positions	X	X	Χ	X X	(V	/ V	V	V	V	V	X	X	X	
AMD query buffer object	Χ	Χ	Χ	X X	(X	X	X	V	V	V	X	X	X	
AMD pinned memory	X	Χ	Χ	X X	(V	/ V	V	V	V	V	X	X	X	
NV multisample coverage	V	V	V	V \	/ X	X	X	X	X	Х	X	X	X	
ATI texture mirror once	V	V	V	V \	/ V	/ V	V	V	V	V	X	X	V	
INTEL map texture	X	X	Χ	X X	X	X	X	X	X	X	V	X	Х	
EXT framebuffer multisample blit scaled	X	X	Χ	X	/ X	X	X	X	Х	X	Х	X	V	
NV explicit multisample	V	V	V	V \	/ V	/ V	V	V	V	V	X	X	Х	
EXT direct state access	V	V	V	V \	/ <u>\</u>	/ V	V	V	V	V	X	X	Х	
EXT depth bounds test	V	V	V	V \	/ X	X	X	X	X	V	X	X	V	
ARB debug output	V	V	V	V \	/ V	/ V	V	V	V	V	X	V	X	
NV copy image	V	V	V	V \	/ V	/ V	V	V	V	V	X	X	X	
ARB compatibility	V	V	V	V \	/ V	/ V	V	V	V	V	V	X	Х	
ARB cl event	X	X	Χ	X X	(X	X	X	X	X	X	Х	X	X	
AMD blend minmax factor	X	X	Χ	X X	(X	X	X	X	V	V	X	X	X	
NV bindless texture	Χ	Χ	Χ	Χ	/ X	X	X	Х	X	X	X	Х	X	
Support	41%	41%	41%	50%	59%	26%	26%	29%	44%	50%	62%	6%	3%	15%
	•		•	•	•					•	•	•		

OpenGL 4.3	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	Evergreen	Cayman	S.I.	HD 4000	Intel Mesa	MacOS X
GL ARB vertex attrib binding	V	V	V	٧	V	Х	Х	Х	X	X	Х	X	X	X
GL ARB texture view	V	V	V	V	V	Χ	Χ	Χ	X	Χ	Χ	X	X	X
GL ARB texture storage multisample	V	V	V	V	V	Χ	Χ	Χ	V	V	V	X	X	X
GL ARB texture query levels	V	V	V	V	V	Χ	Χ	Χ	X	Χ	Χ	X	X	X
GL ARB texture buffer range	V	V	V	V	V	Χ	Χ	Χ	V	V	V	X	X	X
GL ARB stencil texturing	V	V	V	V	V	Χ	Χ	Χ	V	V	V	X	X	X
GL ARB shader storage buffer object	X	X	Χ	V	V	Χ	Χ	Χ	Χ	Χ	Χ	X	X	Χ

GL ARB shader image size	X	Χ	Χ	V	V	X :	(X	V	V	V	X	Х	Х	
GL ARB robustness isolation	V	٧	V	V	V	X :	(X	X	X	Х	X	X	X	
GL ARB robust buffer access behavior	V	V	V	V	V	X :	Υ X	Χ	X	X	X	X	X	
GL ARB program interface query	V	V	V	V	V	X :	Υ X	Χ	X	X	X	X	X	
GL ARB multi draw indirect	X	Χ	X	V	V	X :	Х	V	V	V	X	X	X	
GL ARB invalidate subdata	V	V	V	V	V	X :	Υ X	Χ	X	X	X	V	X	
GL ARB internalformat query2	V	V	V	V	V	X	(X	Χ	X	Х	X	X	X	
GL ARB framebuffer no attachments	V	V	V	V	V	X :	Х	X	X	Х	X	X	X	
GL ARB fragment layer viewport	V	V	V	V	V	X	(X	V	V	V	X	X	X	
GL ARB explicit uniform location	V	V	V	V	V	X	(X	V	V	V	X	X	X	
GL ARB ES3 compatibility	V	V	V	V	V	X	(X	V	V	V	X	V	X	
GL KHR debug	V	V	V	V	V	X :	(X	Х	X	Х	X	X	X	
GL ARB copy image	V	V	V	V	V	X :	(X	Х	X	Х	X	X	X	
GL ARB compute shader	X	Χ	Χ	V	V	X :	(X	X	Х	Х	X	X	X	
GL ARB clear buffer object	V	V	V	V	V	X :	(X	V	V	V	X	X	X	
GL ARB arrays of arrays	V	V	٧	V	V	X	(Х	V	V	V	X	X	X	
Support	83%	83%	83%	100%	100%	0%	0%	0%	43%	43%	43%	0%	9%	0%

OpenGL 4.2	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	Evergreen	Cayman	S.I.	HD 4000	Intel Mesa	MacOS X
GL ARB transform feedback instanced	Х	Х	Χ	V	V	V	V	V	V	V	V	V	V	X
GL ARB texture compression bptc	Χ	Χ	Χ	V	V	Χ	Χ	Χ	V	V	V	X	Χ	X
GL ARB texture storage	V	V	V	V	V	V	V	V	V	V	V	V	V	X
GL ARB shading language packing	V	V	V	V	V	V	V	V	V	V	V	X	V	X
GL ARB shading language 420pack	V	V	V	V	V	V	V	V	V	V	V	X	X	X
GL ARB shader image load store	Χ	Χ	Χ	V	V	Χ	Χ	X	V	V	V	X	X	X
GL ARB shader atomic counters	Χ	Χ	Χ	V	V	Χ	Χ	Χ	V	V	V	X	Χ	X
GL ARB map buffer alignment	V	V	V	V	V	V	V	V	V	V	V	V	V	X
GL ARB internalformat query	V	V	V	V	V	V	V	V	V	V	V	V	V	X
GL ARB conservative depth	V	V	V	V	V	V	V	V	V	V	V	V	V	X
GL ARB compressed texture pixel storage	V	V	V	V	V	V	V	V	V	V	V	X	Χ	X
GL ARB base instance	Χ	Χ	Χ	V	V	Χ	Χ	Χ	V	V	V	V	V	X
Support	58%	58%	58%	100%	100%	67%	67%	67%	100%	100%	100%	50%	6 589	% 0%

OpenGL 4.1	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	Evergreen	Cayman	S.I.	HD 4000	Intel Mesa	MacOS X
GL ARB viewport array	V	V	V	V	V	V	V	V	V	V	V	X	Χ	X
GL ARB vertex attrib 64bit	X	Χ	Χ	V	V	Χ	Χ	Χ	V	V	V	X	Χ	X
GL ARB shader precision	X	Χ	Χ	V	V	V	V	V	V	V	V	X	Χ	X
GL ARB separate shader objects	V	V	V	V	V	V	V	V	V	V	V	X	Χ	V
GL ARB get program binary	V	V	V	V	V	V	V	V	V	V	V	X	Χ	X
GL ARB ES2 compatibility	V	V	V	V	V	V	V	V	V	V	V	V	V	X
Support	67%	67%	67%	100%	100%	83%	83%	83%	100%	100%	100%	179	6 17%	17%
OpenGL 4.0	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	Evergreen	Cayman	S.I.	HD 4000	Intel Mesa	MacOS X
GL ARB transform feedback3	X	Χ	Χ	V	V	V	V	V	V	V	V	V	V	X
GL ARB transform feedback2	X	V	V	V	V	V	V	V	V	V	V	V	V	X
GL ARB texture query lod	X	Χ	V	V	V	Χ	Χ	V	V	V	V	V	X	X
GL ARB texture gather	X	Χ	V	V	V	Χ	V	V	V	V	V	V	X	X
GL ARB texture cube map array	X	Χ	V	V	V	Χ	V	V	V	V	V	V	V	X
GL ARB texture buffer object rgb32	X	Χ	Χ	V	V	V	V	V	V	V	V	V	V	X
GL ARB tessellation shader	X	Χ	Χ	V	V	Χ	Χ	Χ	V	V	V	V	X	X
GL ARB shader subroutine	X	Χ	Χ	V	V	Χ	Χ	Χ	V	V	V	V	X	X
GL ARB sample shading	X	Χ	V	V	V	Χ	V	V	V	V	V	V	X	X
GL ARB gpu shader5	X	Χ	Χ	V	V	Χ	Χ	Χ	V	V	V	V	X	X
GL ARB gpu shader fp64	X	Χ	Χ	V	V	Χ	Χ	Χ	V	V	V	V	X	X
GL ARB draw indirect	X	Χ	Χ	V	V	Χ	Χ	Χ	V	V	V	V	X	X
GL ARB draw buffers blend	X	Χ	V	V	V	V	V	V	٧	V	V	V	V	X
Support	0%	8%	46%	100%	100%	31%	54%	62%	100%	100%	100%	100%	⁶ 38%	6 0%
OpenGL 3.3	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	Evergreen	Cayman	S.I.	HD 4000	Intel Mesa	MacOS X
GL ARB vertex type 2 10 10 10 rev	V	V	V	V	V	V	V	V	V	V	V	V	V	X
GL ARB timer query	V	V	V	V	V	V	V	V	٧	V	V	V	V	V
GL ARB texture swizzle	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB texture rgb10 a2ui	V	V	V	V	V	V	V	V	V	V	V	V	V	Х
GL ARB shader bit encoding	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB sampler objects	V	V	V	V	V	V	V	V	V	V	V	V	V	Χ

٧

GL ARB occlusion query2

GL ARB instanced arrays	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB explicit attrib location	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB blend func extended	V	V	V	V	V	V	V	V	V	V	V	V	V	X
Support	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	60%
OpenGL 3.2	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	Evergreen	Cayman	S.I.	HD 4000	Intel Mesa	MacOS X
GL ARB vertex array bgra	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB texture multisample	V	V	V	V	V	V	V	V	V	V	V	V	Χ	V
GL ARB sync	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB seamless cube map	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB provoking vertex	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB geometry shader4	V	V	V	V	V	V	V	V	V	V	V	V	X	V
GL ARB fragment coord conventions	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB depth clamp	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB draw elements base vertex	V	V	V	V	V	V	V	V	V	V	V	V	V	V
Support	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	78%	100%
OpenGL 3.1	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	Evergreen	Cayman	S.I.	HD 4000	Intel Mesa	MacOS X
OpenGL 3.1 GL ARB uniform buffer object	G80 V	Tesla V	GT21X V	Fermi V	Kepler V		RV670 V	RV700 V	Evergreen V	Cayman V	S.I.	HD 4000 V	Intel Mesa V	MacOS X V
•	G 80 V V													
GL ARB uniform buffer object	V V V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB uniform buffer object GL EXT texture snorm	G80 V V V	V V	V V	V V	V V	V V	V V	V V	V V	V V	V V	V V	V V	V V
GL ARB uniform buffer object GL EXT texture snorm GL ARB texture rectangle	V V V V	V V V	V V V	V V V	V V V	V V V	V V V	V V V	V V V	V V V	V V V	V V V	V V V	V V
GL ARB uniform buffer object GL EXT texture snorm GL ARB texture rectangle GL ARB texture buffer object	G80 V V V V	V V V	V V V	V V V	V V V	V V V	V V V	V V V	V V V	V V V	V V V	V V V	V V V	V V
GL ARB uniform buffer object GL EXT texture snorm GL ARB texture rectangle GL ARB texture buffer object GL NV primitive restart	G80 V V V V V	V V V	V V V V	V V V V	V V V V	V V V V	V V V V	V V V V	V V V V	V V V	V V V V	V V V V	V V V V	V V
GL ARB uniform buffer object GL EXT texture snorm GL ARB texture rectangle GL ARB texture buffer object GL NV primitive restart GL ARB draw instanced	V V V V V	V V V	V V V V V	V V V V	V V V V V	V V V V V	V V V V V	V V V V V	V V V V V V	V V V V V	V V V V V	V V V V V	V V V V V	V V V V V
GL ARB uniform buffer object GL EXT texture snorm GL ARB texture rectangle GL ARB texture buffer object GL NV primitive restart GL ARB draw instanced GL ARB copy buffer	V V V V V	V V V V V	V V V V V	V V V V V	V V V V V	V V V V V	V V V V V	V V V V V	V V V V V V	V V V V V	V V V V V	V V V V V	V V V V V	V V V V V
GL ARB uniform buffer object GL EXT texture snorm GL ARB texture rectangle GL ARB texture buffer object GL NV primitive restart GL ARB draw instanced GL ARB copy buffer	V V V V V	V V V V V	V V V V V	V V V V V 100%	V V V V V V V	V V V V V V	V V V V V V	V V V V V V	V V V V V V	V V V V V V V	V V V V V 100%	V V V V V	V V V V V V	V V V V V
GL ARB uniform buffer object GL EXT texture snorm GL ARB texture rectangle GL ARB texture buffer object GL NV primitive restart GL ARB draw instanced GL ARB copy buffer Support	V V V V V 100%	V V V V V V	V V V V V V	V V V V V 100%	V V V V V V V	V V V V V 100%	V V V V V V	V V V V V V	V V V V V V V	V V V V V V V	V V V V V 100%	V V V V V V	V V V V V V	V V V V V V
GL ARB uniform buffer object GL EXT texture snorm GL ARB texture rectangle GL ARB texture buffer object GL NV primitive restart GL ARB draw instanced GL ARB copy buffer Support OpenGL 3.0	V V V V V 100%	V V V V V V Tesla	V V V V V V T T T T T T T T T T T T T T	V V V V V 100%	V V V V V T 100%	V V V V V 100%	V V V V V 100%	V V V V V 100%	V V V V V T 100%	V V V V V V Cayman	V V V V V 100%	V V V V V V T100%	V V V V V Intel Mesa	V V V V V 100%
GL ARB uniform buffer object GL EXT texture snorm GL ARB texture rectangle GL ARB texture buffer object GL NV primitive restart GL ARB draw instanced GL ARB copy buffer Support OpenGL 3.0 GL ARB vertex array object	V V V V V 100%	V V V V V V Tesla	V V V V V S 100%	V V V V V 100%	V V V V V 100%	V V V V V 100%	V V V V V 100%	V V V V V 100%	V V V V V to 100%	V V V V V V Cayman	V V V V V 100%	V V V V V V T100%	V V V V V Intel Mesa V	V V V V V 100% MacOS X V
GL ARB uniform buffer object GL EXT texture snorm GL ARB texture rectangle GL ARB texture buffer object GL NV primitive restart GL ARB draw instanced GL ARB copy buffer Support OpenGL 3.0 GL ARB vertex array object GL EXT transform feedback	V V V V V 100%	V V V V V V V Tesla V V V	V V V V V V T T T T T T T T T T T T T T	V V V V V 100% Fermi V	V V V V V V V V V V V V V V V V V V V	V V V V V 100% R600 V	V V V V V 100% RV670 V	V V V V V 100%	V V V V V 100% Evergreen V V	V V V V V V Cayman V	V V V V V 100% S.I. V	V V V V V 100% HD 4000 V	V V V V V 100% Intel Mesa V V	V V V V V 100% MacOS X V
GL ARB uniform buffer object GL EXT texture snorm GL ARB texture rectangle GL ARB texture buffer object GL NV primitive restart GL ARB draw instanced GL ARB copy buffer Support OpenGL 3.0 GL ARB vertex array object GL EXT transform feedback GL ARB texture rg	V V V V V 100%	V V V V V V V Tesla V V V	V V V V V S 100% GT21X V V	V V V V V 100% Fermi V V	V V V V V V V V V V V V V V V V V V V	V V V V V 100% R600 V V	V V V V V 100% RV670 V V	V V V V V 100% RV700 V V	V V V V V T 100% Evergreen V V V	V V V V V Cayman V V	V V V V V 100% S.I. V	V V V V V V 100% HD 4000 V V	V V V V V 100% Intel Mesa V V	V V V V V 100% MacOS X V

GL ARB texture float	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB texture compression rgtc	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL EXT texture array	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL EXT packed float	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL EXT packed depth stencil	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB map buffer range	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB half float vertex	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB half float pixel	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL EXT gpu shader4	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB framebuffer sRGB	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB framebuffer object	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB depth buffer float	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL NV conditional render	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB color buffer float	V	V	V	V	V	V	V	V	V	V	V	V	V	V
Support	100%	6 100%	6 100%	100%	100%	100%	100%	100%	100%	100%	100%	10	00% 100	% 100%
OpenGL 2.1	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	Evergreen	Cayman	S.I.	HD 4000	Intel Mesa	MacOS X
OpenGL 2.1 GL EXT texture sRGB	G80 V	Tesla V	GT21X V	Fermi V	Kepler V	R600 V	RV670 V	RV700 V	Evergreen V	Cayman V	S.I.	HD 4000 V	Intel Mesa V	MacOS X
	G80 V V													
GL EXT texture sRGB	G80 V V 100%	V V	V V	V V	V V	V	V V	V V	V V	V V	V	V V	V	V V
GL EXT texture sRGB GL ARB pixel buffer object	V V	V V	V V	V V	V V	V V	V V	V V	V V	V V	V V	V V	V V	V V
GL EXT texture sRGB GL ARB pixel buffer object Support	V V	V V 6 100%	V V 6 100%	V V 5 100%	V V 100%	V V 100%	V V 100%	V V 100%	V V 100%	V V 100%	V V 5 100%	V V	V V	V V
GL EXT texture sRGB GL ARB pixel buffer object	V V 100%	V V	V V 6 100%	V V 5 100%	V V	V V 100%	V V 100%	V V 100%	V V 100%	V V	V V 5 100%	V V	V V 00% 100	V V % 100%
GL EXT texture sRGB GL ARB pixel buffer object Support OpenGL 2.0 GL ARB vertex shader	V V 100%	V V 6 1009 Tesla	V V 6 100% GT21X	V V 5 100% Fermi	V V 100% Kepler	V V 100% R600	V V 100% RV670	V V 100% RV700	V V 100% Evergreen	V V 100% Cayman	V V 5 100% S.I.	V V 10	V V 00% 100 Intel Mesa	V V % 100% MacOS X
GL EXT texture sRGB GL ARB pixel buffer object Support OpenGL 2.0 GL ARB vertex shader GL ARB texture non power of two	V V 100%	V V 6 1009 Tesla V	V V 6 100% GT21X V	V V 5 100% Fermi V	V V 100% Kepler	V V 100% R600 V	V V 100% RV670 V	V V 100% RV700 V	V V 100% Evergreen V	V V 100% Cayman V	V V 5 100% S.I. V	V V 10 HD 4000 V	V V 00% 100 Intel Mesa V	V V % 100% MacOS X
GL EXT texture sRGB GL ARB pixel buffer object Support OpenGL 2.0 GL ARB vertex shader GL ARB texture non power of two GL EXT stencil two side	V V 100%	V V 6 1009 Tesla V V	V V 6 100% GT21X V	V V 5 100% Fermi V V	V V 100% Kepler V	V V 100% R600 V V	V V 100% RV670 V	V V 100% RV700 V V	V V 100% Evergreen V	V V 100% Cayman V V	V V S 100% S.I. V V	V V 10 HD 4000 V V	V V 00% 100 Intel Mesa V V	V V % 100% MacOS X
GL EXT texture sRGB GL ARB pixel buffer object Support OpenGL 2.0 GL ARB vertex shader GL ARB texture non power of two GL EXT stencil two side GL ARB shading language 100	V V 100%	V V 6 1009 Tesla V V V	V V 6 100% GT21X V V	V V 5 100% Fermi V V	V V 100% Kepler V V	V V 100% R600 V V	V V 100% RV670 V V	V V 100% RV700 V V V	V V 100% Evergreen V V	V V 100% Cayman V V	S.I. V V	V V 10 HD 4000 V V	V V 00% 100 Intel Mesa V V	V V % 100% MacOS X
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GL EXT blend equation separate

Support

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