Vendor		NVIDIA		AMD		Intel	
Release date		24/10/2012	28/11/2012	23/10/2012	04/12/2012	07/12/2012	16/12/2012
Drivers version		310.33	310.64	12.11 beta 4	12.11 beta 11	15.28.10.2897	15.31.64.2885
Samples versions		4.3.0.3	4.3.1.0	4.3.0.3	4.3.1.0	4.3.1.0	4.3.1.0

Summary	NVIDIA 310.33	NVIDIA 310.64	AMD 12.11 b4	AMD 12.11 b1	Intel 15.28.10.2	Intel 15.31.64.2885
OpenGL 4.3	73%	80%	0%	0%	0%	0%
OpenGL 4.2	95%	96%	91%	91%	0%	0%
OpenGL 4.1	89%	89%	89%	89%	0%	0%
OpenGL 4.0	95%	95%	89%	89%	74%	95%
OpenGL 3.3	100%	100%	100%	100%	86%	92%
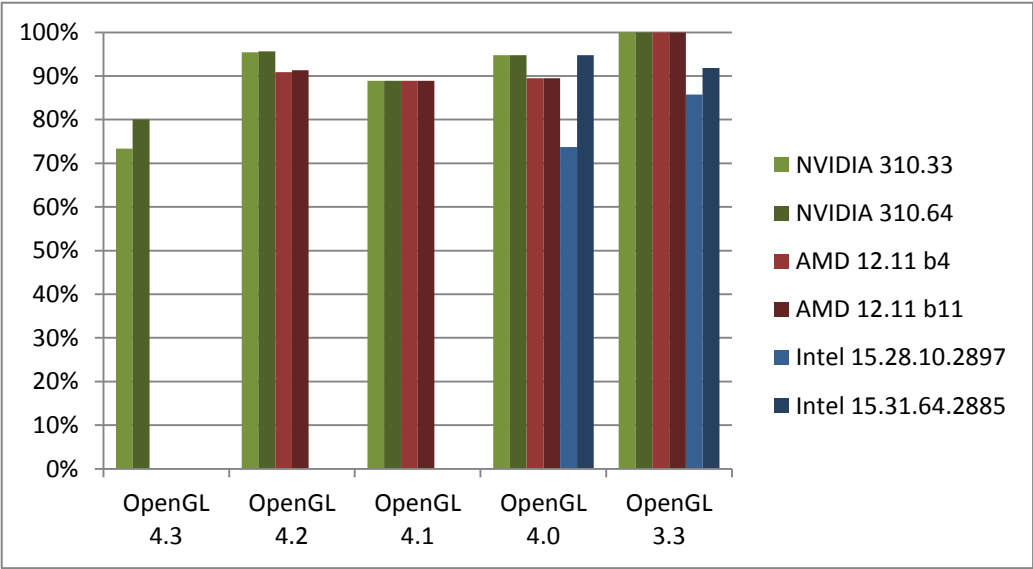
OpenGL 4.3

gl-430-atomic-counter	Pass	Pass				
gl-430-debug	Workaround	Workaround				
gl-430-draw-without-vertex-attrib	Pass	Pass				
gl-430-image-sampling	Pass	Pass				
gl-430-image-store	Workaround	Workaround				
gl-430-interface-matching	Fail	Fail				
gl-430-multi-draw-indirect	Pass	Pass				
gl-430-program-compute	Workaround	Pass				
gl-430-program-compute-image	Pass	Pass				
gl-430-program-subroutine	Pass	Pass				
gl-430-texture-view	Pass	Pass				
gl-430-texture-storage	Pass	Pass				
gl-430-texture-query	Pass	Pass				
gl-430-texture-copy	Pass	Pass				
gl-430-texture-bufer	Pass	Pass				
Pass	11	12	0	0	0	0
Ok but not conform	0	0	0	0	0	0
Workaround	3	2	0	0	0	0
Fail	1	1	0	0	0	0
Untested	0	0	0	0	0	0
Sub-Total	15	15	0	0	0	0
%	73%	80%	0%	0%	0%	0%

OpenGL 4.2

gl-420-atomic-counter	Pass	Pass	Pass	Pass
gl-420-buffer-uniform	Pass	Pass	Pass	Pass
gl-420-clipping	Pass	Pass	Pass	Pass
gl-420-debug-output	Pass	Pass	Pass	Pass
gl-420-draw-base-instance	Pass	Pass	Pass	Pass
gl-420-draw-image-space-rendering		Pass		Pass
gl-420-fbo	Pass	Pass	Pass	Pass
gl-420-image-load	Pass	Pass	Pass	Pass
gl-420-image-store	Pass	Pass	Pass	Pass

gl-420-image-unpack	Pass	Pass	Pass	Pass		
gl-420-interface-matching	Ok	Ok	Pass	Pass		
gl-420-memory-barrier	Pass	Pass	Pass	Pass		
gl-420-picking	Pass	Pass	Pass	Pass		
gl-420-primitive-line-aa	Pass	Pass	Pass	Pass		
gl-420-sampler-fetch	Pass	Pass	Pass	Pass		
gl-420-test-depth-conservative	Pass	Pass	Pass	Pass		
gl-420-texture-compressed	Pass	Pass	Pass	Pass		
gl-420-texture-conversion	Pass	Pass	Fail	Fail		
gl-420-texture-cube	Pass	Pass	Pass	Pass		
gl-420-texture-pixel-store	Pass	Pass	Pass	Pass		
gl-420-texture-shadow	Pass	Pass	Pass	Pass		
gl-420-texture-storage	Workaround	Workaround	Workaround	Workaround		
gl-420-transform-feedback-instanced	Pass	Pass	Pass	Pass		
Pass	20	21	20	21	0	0
Ok but not conform	1	1	0	0	0	0
Workaround	1	1	1	1	0	0
Fail	0	0	1	1	0	0
Untested	0	0	0	0	0	0
Sub-Total	22	23	22	23	0	0
%	95%	96%	91%	91%	0%	0%

OpenGL 4.1

gl-410-fbo-layered	Pass	Pass	Pass	Pass		
gl-410-primitive-instanced	Pass	Pass	Pass	Pass		
gl-410-primitive-tessellation-2	Pass	Pass	Pass	Pass		
gl-410-primitive-tessellation-5	Pass	Pass	Pass	Pass		
gl-410-program-64	Pass	Pass	Pass	Pass		
gl-410-program-binary	Pass	Pass	Pass	Pass		
gl-410-program-separate	Pass	Pass	Pass	Pass		
gl-410-sampler-custom	Pass	Pass	Pass	Pass		
Pass	8	8	8	8	0	0
Ok but not conform	0	0	0	0	0	0
Workaround	1	1	1	1	1	1

Fail	0	0	0	0	0	0
Untested	0	0	0	0	0	0
Sub-Total	9	9	9	9	1	1
%	89%	89%	89%	89%	0%	0%

OpenGL 4.0

gl-400-blend-rtt	Pass	Pass	Pass	Pass	Pass	Pass
gl-400-draw-indirect	Pass	Pass	Pass	Pass	Fail	Pass
gl-400-fbo-layered	Pass	Pass	Pass	Pass	Fail	Pass
gl-400-fbo-multisample	Pass	Pass	Pass	Pass	Pass	Pass
gl-400-fbo-rtt	Pass	Pass	Pass	Pass	Fail	Pass
gl-400-fbo-rtt-texture-array	Pass	Pass	Pass	Pass	Fail	Pass
gl-400-primitive-instanced	Pass	Pass	Pass	Pass	Pass	Pass
gl-400-primitive-smooth-shading	Pass	Pass	Pass	Pass	Fail	Fail
gl-400-primitive-tessellation	Pass	Pass	Pass	Pass	Pass	Pass
gl-400-program-64	Pass	Pass	Pass	Pass	Pass	Pass
gl-400-program-subroutine	Pass	Pass	Fail	Fail	Pass	Pass
gl-400-program-varying-blocks	Pass	Pass	Pass	Pass	Pass	Pass
gl-400-program-varying-structs	Pass	Pass	Pass	Pass	Pass	Pass
gl-400-sampler-array	Pass	Pass	Pass	Pass	Pass	Pass
gl-400-sampler-fetch	Pass	Pass	Pass	Pass	Pass	Pass
gl-400-sampler-gather	Pass	Pass	Pass	Pass	Pass	Pass
gl-400-texture-buffer-rgb	Pass	Pass	Pass	Pass	Pass	Pass
gl-400-transform-feedback-object	Pass	Pass	Pass	Pass	Pass	Pass
gl-400-transform-feedback-stream	Workaround	Workaround	Workaround	Workaround	Pass	Pass
Pass	18	18	17	17	14	18
Ok but not conform	0	0	0	0	0	0
Workaround	1	1	1	1	0	0
Fail	0	0	1	1	5	1
Untested	0	0	0	0	0	0
Sub-Total	19	19	19	19	19	19
%	95%	95%	89%	89%	74%	95%

OpenGL 3.3

gl-330-blend-index	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-blend-rtt	Pass	Pass	Pass	Pass	Fail	Fail
gl-330-buffer-type	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-buffer-uniform	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-buffer-uniform-shared	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-buffer-update	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-draw-base-vertex	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-draw-instanced	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-draw-instanced-array	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-draw-multiple	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-draw-without-vertex-attrib	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-fbo-blit	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-fbo-layered	Pass	Pass	Pass	Pass	Fail	Pass
gl-330-fbo-mipmaps	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-fbo-multisample	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-fbo-multisample-explicit	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-fbo-rtt	Pass	Pass	Pass	Pass	Fail	Pass
gl-330-fbo-rtt-texture-array	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-fbo-srgb	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-glsl-discard	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-primitive-front-face	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-primitive-point	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-primitive-point-sprite	Ok	Ok	Pass	Pass	Fail	Pass
gl-330-primitive-smooth-shading	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-query-conditional	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-query-occlusion	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-query-timer	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-rasterizer-viewport	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-sampler-anisotropy-ext	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-sampler-fetch	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-sampler-filter	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-sampler-object	Pass	Pass	Pass	Pass	Fail	Fail
gl-330-sampler-offset	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-sampler-wrap	Pass	Pass	Pass	Pass	Pass	Pass

gl-330-sync	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-test-scissor	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-texture-2d	Pass	Pass	Pass	Pass	Workaround	Workaround
gl-330-texture-3d	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-texture-array	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-texture-buffer	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-texture-compressed-ext	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-texture-cube	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-texture-format	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-texture-pixel-store	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-texture-rect	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-texture-streaming	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-texture-swizzle	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-transform-feedback-interleaved	Pass	Pass	Pass	Pass	Fail	Fail
gl-330-transform-feedback-separated	Pass	Pass	Pass	Pass	Pass	Pass
Pass	48	48	49	49	42	45
Ok but not conform	1	1	0	0	0	0
Workaround	0	0	0	0	1	1
Fail	0	0	0	0	6	3
Untested	0	0	0	0	0	0
Sub-Total	49	49	49	49	49	49
%	100%	100%	100%	100%	86%	92%

Extensions				
gl-330-fbo-multisample-explicit-nv	Fail	Pass	Pass	Pass
gl-400-sampler-array-nv	Pass	Pass		
gl-420-blend-op-amd			Pass	Pass
gl-420-buffer-pinned-amd			Pass	Pass
gl-420-fbo-layered-amd			Pass	Pass
gl-420-fbo-multisample-dsa-nv	Fail	Pass		
gl-420-fbo-multisample-position-amd			Pass	Pass
gl-420-fbo-srgb-decode-ext	Fail	Pass	Pass	Pass
gl-420-primitive-bindless-nv	Pass	Pass		
gl-420-test-depth-clamp-separate-amd			Pass	Pass

gl-420-texture-bindless-nv	Pass	Pass				
gl-420-texture-sparse-amd			Pass	Pass		
gl-430-direct-state-access-ext	Pass	Pass				
Pass	4	7	8	8	0	0
Ok but not conform	0	0	0	0	0	0
Workaround	0	0	0	0	0	0
Fail	3	0	0	0	0	0
Untested	0	0	0	0	0	0
Sub-Total	7	7	8	8	0	0
%	57%	100%	100%	100%	0%	0%

OpenGL ES 2.0						
es-200-draw-elements	Pass	Pass			Pass	Pass
Pass	1	1	0	0	1	1
Ok but not conform	0	0	0	0	0	0
Workaround	0	0	0	0	0	0
Fail	0	0	0	0	0	0
Untested	0	0	0	0	0	0
Sub-Total	1	1	0	0	1	1
%	100%	100%	0%	0%	100%	100%