

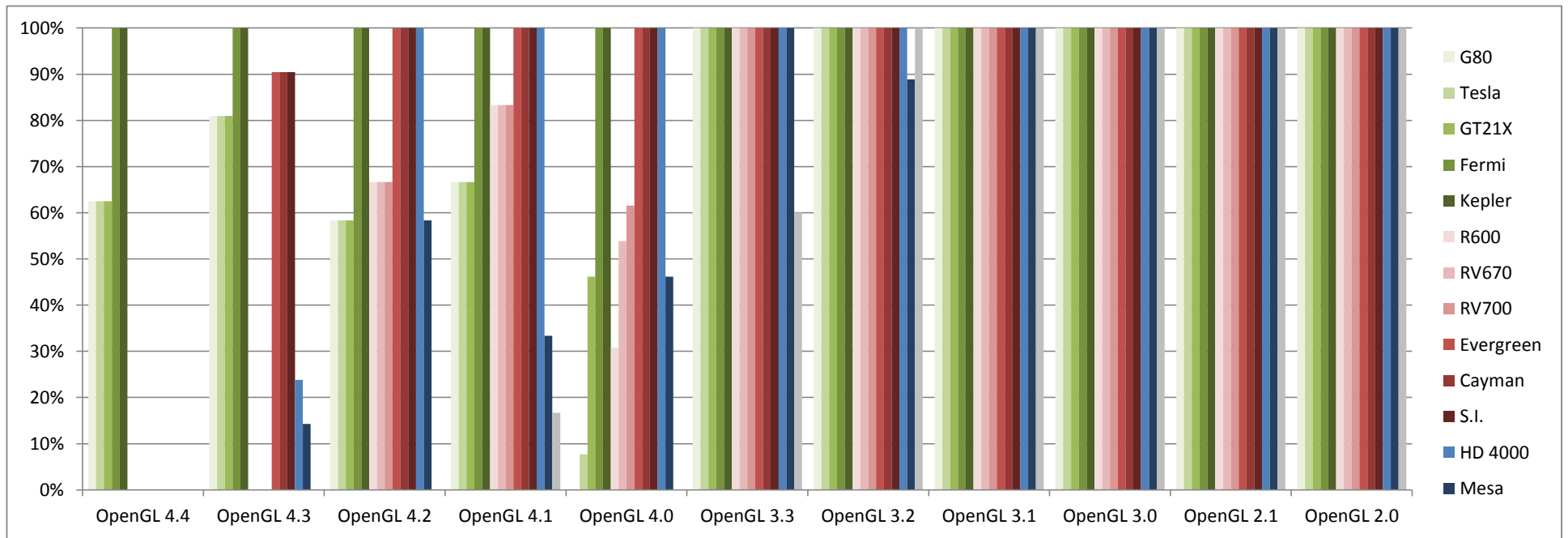
OpenGL Matrix - September 2013

G-Truc Creation

Vendor	NVIDIA					AMD					Intel		Mesa	Apple
Drivers version	326.98 beta					13.4					10.18.10.3277		git-9.2	10.8.3
Release date	28/08/2013					24/04/2013					30/08/2013		30/03/2013	14/03/2013
Platforms	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	Evergreen	Cayman	S.I.	HD 4000	Mesa	MacOS X
OpenGL 4.4	63%	63%	63%	100%	100%	0%	0%	0%	0%	0%	0%	0%	0%	0%
OpenGL 4.3	81%	81%	81%	100%	100%	0%	0%	0%	90%	90%	90%	24%	14%	0%
OpenGL 4.2	58%	58%	58%	100%	100%	67%	67%	67%	100%	100%	100%	100%	58%	0%
OpenGL 4.1	67%	67%	67%	100%	100%	83%	83%	83%	100%	100%	100%	100%	33%	17%
OpenGL 4.0	0%	8%	46%	100%	100%	31%	54%	62%	100%	100%	100%	100%	46%	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%	89%	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

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AMD blend minmax factor	X	X	X	X	X	X	X	X	X		V	V	X	X	X
Support	36%	36%	36%	58%	69%	20%	20%	22%	33%	38%	47%		7%	2%	11%

OpenGL 4.4	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	Evergreen	Cayman	S.I.	HD 4000	Mesa	MacOS X
ARB buffer storage	X	X	X	V	V	X	X	X	X	X	X	X	X	X
ARB clear texture	X	X	X	V	V	X	X	X	X	X	X	X	X	X
ARB enhanced layouts	V	V	V	V	V	X	X	X	X	X	X	X	X	X
ARB multi bind	V	V	V	V	V	X	X	X	X	X	X	X	X	X
ARB query buffer object	X	X	X	V	V	X	X	X	X	X	X	X	X	X
ARB texture mirror clamp to edge	V	V	V	V	V	X	X	X	X	X	X	X	X	X
ARB texture stencil8	V	V	V	V	V	X	X	X	X	X	X	X	X	X
ARB vertex type 10f 11f 11f rev	V	V	V	V	V	X	X	X	X	X	X	X	X	X
Support	81%	81%	81%	100%	100%	0%	0%	0%	90%	90%	90%	24%	14%	0%

OpenGL 4.3	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	Evergreen	Cayman	S.I.	HD 4000	Mesa	MacOS X
GL ARB vertex attrib binding	V	V	V	V	V	X	X	X	X	X	X	X	X	X
GL ARB texture view	V	V	V	V	V	X	X	X	X	X	X	X	X	X
GL ARB texture storage multisample	V	V	V	V	V	X	X	X	V	V	V	X	X	X
GL ARB texture query levels	V	V	V	V	V	X	X	X	V	V	V	X	X	X
GL ARB texture buffer range	V	V	V	V	V	X	X	X	V	V	V	X	V	X
GL ARB stencil texturing	V	V	V	V	V	X	X	X	V	V	V	X	X	X
GL ARB shader storage buffer object	X	X	X	V	V	X	X	X	V	V	V	V	X	X
GL ARB shader image size	X	X	X	V	V	X	X	X	V	V	V	X	X	X
GL ARB program interface query	V	V	V	V	V	X	X	X	V	V	V	V	X	X
GL ARB multi draw indirect	X	X	X	V	V	X	X	X	V	V	V	V	X	X
GL ARB invalidate subdata	V	V	V	V	V	X	X	X	V	V	V	X	V	X
GL ARB internalformat query2	V	V	V	V	V	X	X	X	V	V	V	X	X	X
GL ARB framebuffer no attachments	V	V	V	V	V	X	X	X	V	V	V	X	X	X
GL ARB fragment layer viewport	V	V	V	V	V	X	X	X	V	V	V	X	X	X
GL ARB explicit uniform location	V	V	V	V	V	X	X	X	V	V	V	X	X	X
GL ARB ES3 compatibility	V	V	V	V	V	X	X	X	V	V	V	X	V	X
GL KHR debug	V	V	V	V	V	X	X	X	V	V	V	X	X	X
GL ARB copy image	V	V	V	V	V	X	X	X	V	V	V	X	X	X

<u>GL ARB compute shader</u>	X	X	X	V	V	X	X	X	V	V	V	V	X	X
<u>GL ARB clear buffer object</u>	V	V	V	V	V	X	X	X	V	V	V	X	X	X
<u>GL ARB arrays of arrays</u>	V	V	V	V	V	X	X	X	V	V	V	V	X	X
Support	81%	81%	81%	100%	100%	0%	0%	0%	90%	90%	90%	24%	14%	0%

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

OpenGL 4.1	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	Evergreen	Cayman	S.I.	HD 4000	Mesa	MacOS X
<u>GL ARB viewport array</u>	V	V	V	V	V	V	V	V	V	V	V	V	X	X
<u>GL ARB vertex attrib 64bit</u>	X	X	X	V	V	X	X	X	V	V	V	V	X	X
<u>GL ARB shader precision</u>	X	X	X	V	V	V	V	V	V	V	V	V	X	X
<u>GL ARB separate shader objects</u>	V	V	V	V	V	V	V	V	V	V	V	V	X	V
<u>GL ARB get program binary</u>	V	V	V	V	V	V	V	V	V	V	V	V	V	X
<u>GL ARB ES2 compatibility</u>	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%	100%	33%	17%

OpenGL 4.0	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	Evergreen	Cayman	S.I.	HD 4000	Mesa	MacOS X
<u>GL ARB transform feedback3</u>	X	X	X	V	V	V	V	V	V	V	V	V	V	X
<u>GL ARB transform feedback2</u>	X	V	V	V	V	V	V	V	V	V	V	V	V	X
<u>GL ARB texture query lod</u>	X	X	V	V	V	X	X	V	V	V	V	V	V	X

GL ARB depth clamp	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
Support	100%	100%	100%	100%	100%	100%	100%	100%		100%	100%	100%		100%	89% 100%

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GL ARB color buffer float	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%		100%	100%

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