OpenGL Matrix - February 2014

G-Truc Creation

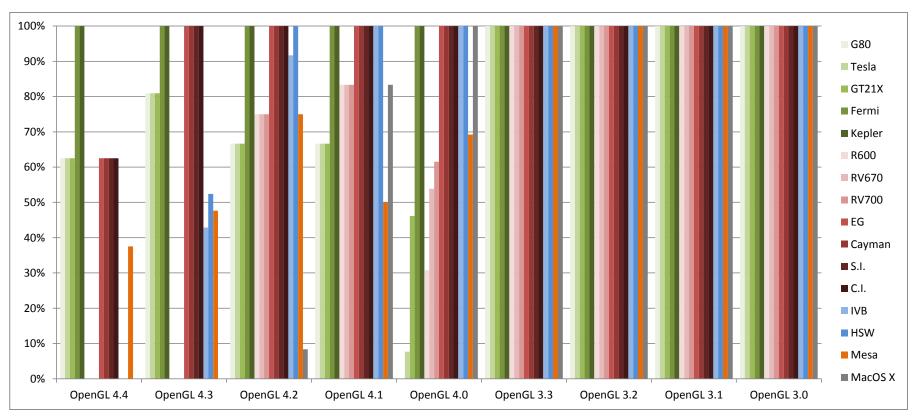
Vendor			NVIDI	4					AMD				In	tel	Mesa	Apple
Drivers version			334.89	9					14.1 be	ta			33	80	git-10.1	10.9
Release date		-	18/02/20	014				01	1/02/20	014			13/02	2/2014	20/02/2013	22/10/2013
Platforms	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	EG	Cayman	S.I.	C.I.	IVB	HSW	Mesa	MacOS X
OpenGL 4.4	63%	63%	63%	100%	100%	0%	0%	0%	63%	63%	63%	63%	0%	0%	38%	0%
OpenGL 4.3	81%	81%	81%	100%	100%	0%	0%	0%	100%	100%	100%	100%	43%	52%	48%	0%
OpenGL 4.2	67%	67%	67%	100%	100%	75%	75%	75%	100%	100%	100%	100%	92%	100%	75%	8%
OpenGL 4.1	67%	67%	67%	100%	100%	83%	83%	83%	100%	100%	100%	100%	100%	100%	50%	83%
OpenGL 4.0	0%	8%	46%	100%	100%	31%	54%	62%	100%	100%	100%	100%	100%	100%	69%	100%
OpenGL 3.3	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
OpenGL 3.2	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%
OpenGL 3.1	100%	100%	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%	100%	100%
OpenGL 2.1	100%	100%	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%	100%	100%

Nomenclature:

Supported

Not supported

Support added from previous report



OpenGL Extensions	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	EG	Cayman	S.I.	C.I.	IVB	HSW	Mesa	MacOS X
KHR texture compression astc ldr	Χ	Χ	Χ	Χ	Χ	Χ	Χ	Χ	Χ	Χ	Χ	Χ	Χ	Х	Х	Χ
ARB robustness	V	V	V	V	V	Χ	Χ	Χ	Χ	Χ	Χ	Χ	V	V	X	X
ARB sparse texture	Χ	X	Χ	V	V	Χ	Χ	Χ	Χ	Χ	Χ	Χ	Χ	X	X	Χ
ARB shading language include	V	V	V	V	V	Χ	Χ	Χ	Χ	Χ	Χ	Χ	Χ	Χ	X	V
ARB shader stencil export	Χ	X	Χ	Χ	Χ	Χ	Χ	Χ	V	V	V	V	Χ	X	X	Χ
ARB shader group vote	X	X	Χ	V	V	Χ	Χ	Χ	Χ	Χ	V	V	X	X	X	X
ARB shader draw parameters	X	Χ	Χ	V	V	X	Χ	Χ	Χ	Χ	Χ	Χ	Χ	Χ	X	X
ARB seamless cubemap per texture	X	X	Χ	X	V	Χ	Χ	Χ	V	V	V	V	X	X	X	X
ARB robustness isolation	V	V	V	V	V	X	Χ	X	Χ	Χ	Χ	Χ	Χ	Χ	X	X

ARB robust buffer access behavior	V	V	V	V	V	X	Х	Χ	Χ	Χ	Χ	Χ	Χ	Χ	Χ	X
ARB debug output	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V	X
ARB indirect parameters	Χ	Χ	Χ	V	V	X	Χ	Х	Х	Χ	Х	Χ	Х	Χ	Χ	X
ARB compute variable group size	Χ	Χ	Χ	V	V	X	Χ	Х	Х	Χ	Х	Χ	Х	Χ	Χ	Χ
ARB compatibility	V	V	V	V	V	V	V	V	V	V	V	V	V	V	X	Χ
ARB cl event	Χ	Χ	Χ	Х	Х	Х	Χ	Х	Х	Х	Х	Χ	Х	Χ	Х	Χ
ARB bindless texture	Χ	Χ	Χ	X	V	X	Χ	Х	X	Χ	Χ	Χ	Χ	Χ	Χ	Χ
EXT texture sRGB decode	V	V	V	V	V	X	Χ	Х	V	V	V	V	V	V	X	V
EXT texture mirror clamp	V	V	V	V	V	V	V	V	V	V	V	V	X	Χ	X	V
EXT framebuffer multisample blit scaled	V	V	V	V	V	X	Χ	Х	Х	Х	Χ	Χ	Х	Χ	Χ	V
EXT direct state access	V	V	V	V	V	V	V	V	V	V	V	V	X	Χ	Χ	X
EXT depth bounds test	V	V	V	V	V	X	Χ	X	Х	Χ	V	V	X	Χ	Χ	V
EXT clip control	Χ	Χ	Χ	Х	Х	Х	Χ	X	X	Χ	X	Χ	V	V	X	X
OES_compressed_ETC1_RGB8_texture	X	Χ	Χ	Χ	Χ	Х	Χ	Χ	X	Χ	Χ	Χ	V	V	X	Χ
NV vertex buffer unified memory	V	V	V	V	V	X	Χ	Χ	X	Χ	X	Χ	Χ	Χ	X	X
NV texture multisample	V	V	V	V	V	X	Χ	Χ	X	Χ	Χ	Χ	Χ	Χ	Χ	Χ
NV texture barrier	V	V	V	V	V	V	V	V	V	V	V	V	X	Χ	Χ	V
NV shader buffer store	X	Χ	Χ	V	V	X	Χ	Χ	Χ	X	Χ	Χ	Χ	Χ	Χ	X
NV shader buffer load	V	V	V	V	V	X	Χ	Χ	X	Χ	Χ	Χ	Χ	Χ	Χ	X
NV shader atomic float	Χ	Χ	Χ	V	V	X	Χ	Χ	Χ	Χ	Χ	Χ	Χ	Χ	Χ	X
NV multisample coverage	V	V	V	V	V	X	Χ	Χ	Χ	X	Χ	Χ	X	Χ	Χ	X
NV explicit multisample	V	V	V	V	V	V	V	V	V	V	V	V	X	Χ	Χ	X
NV copy image	V	V	V	V	V	V	V	V	V	V	V	V	X	Χ	Χ	X
NV bindless texture	Χ	Χ	Χ	X	V	X	Χ	Χ	X	Χ	Χ	Χ	Χ	Χ	Χ	X
NV bindless multi draw indirect	X	Χ	Χ	V	V	X	Χ	Χ	Χ	X	Χ	Χ	Χ	Χ	Χ	X
NV blend equation advanced	Χ	Χ	Χ	V	V	X	Χ	Χ	X	Χ	Χ	Χ	Χ	Χ	Χ	X
INTEL map texture	X	Χ	Χ	Χ	Χ	Χ	Χ	Χ	Χ	X	Χ	Χ	Χ	V	X	X
INTEL fragment shader ordering	Χ	Χ	Χ	Χ	Χ	Χ	Χ	Χ	X	Χ	Χ	Χ	V	V	X	X
INTEL conservative rasterization	X	Χ	Χ	Χ	Χ	X	Χ	Χ	X	Χ	Χ	Χ	X	V	X	X
AMD vertex shader viewport index	Χ	Χ	Χ	Χ	Χ	Χ	Χ	Χ	V	V	V	V	X	Χ	Χ	X
AMD vertex shader layer	Χ	Χ	Χ	Χ	Χ	X	Χ	Χ	V	V	V	V	X	Χ	Χ	X
AMD transform feedback3 lines triangles	Χ	Χ	Χ	Χ	Х	Х	Χ	Χ	Х	V	V	V	X	Χ	Χ	X
AMD stencil operation extended	X	Χ	Χ	Χ	Χ	X	Χ	Χ	Χ	X	V	V	X	Χ	Χ	X

AMD sparse texture	X	Χ	Х	Χ	Χ	Χ	Χ	Χ	Χ	Х	V	V	X	Χ	Χ	Х	
AMD shader trinary minmax	X	Χ	Χ	X	Χ	Х	X	Х	Χ	Χ	V	V	Х	Χ	Χ	Х	
AMD seamless cubemap per texture	X	Х	Х	Х	V	Х	Х	V	V	V	V	V	Х	Χ	Х	Х	
AMD sample positions	X	Χ	Х	Х	Х		V	V	V	V	V	V	Х	Χ	Χ	Х	
AMD query buffer object	X	Χ	Х	Х	Х	Х	Х	Х	V	V	V	V	Χ	Χ	Х	Х	
AMD pinned memory	X	Χ	Χ	Χ	Χ	V	V	V	V	V	V	V	Χ	Χ	Χ	X	
AMD_occlusion_query_event	X	Χ	Х	Х	Х	Х	Х	Х	Χ	Х	Х	V	Χ	Χ	Х	X	
AMD blend minmax factor	X	Χ	Х	X	Χ	Х	Х	Х	Χ	V	V	V	Х	Χ	Χ	X	
ATI texture mirror once	V	V	V	V	V	V	V	V	V	V	V	V	Χ	Χ	Х	V	
Support	36%	36%	% 36%	54%	62%	18%	18%	20%	32%	369	⁶ 46%	48%	6 14%	6 18%)	2%	12%
OpenGL 4.4	G80	Tesla	GT21V	Fermi	Kepler	R600	PV670	RV700	EG	Cayman	S.I.	C.I.	IVB	HSW	Mesa	MacOS >	v
ARB buffer storage	X	Х	X	V	V		X	Χ	X	X	χ	Χ	X	X	X	X	^
ARB clear texture	X	X	X	V	V	X	X	X	V	V	V	V	X	X	X	X	
ARB enhanced layouts	V	V	V	V	V	.,	X	X	X	X	X	X	X	X	X	X	
ARB multi bind	V	V	V	V	V	X	X	X	V	V	V	V	X	X	X	X	
ARB query buffer object	X	X	X	V	V	X	X	X	V	V	V	V	X	X	X	X	
ARB texture mirror clamp to edge	V	V	V	V	V		X	X	V	V	V	V	X	X	V	X	
ARB texture stencil8	V	V	V	V	V	X	X	X	X	X	X	X	X	X	V	X	
ARB vertex type 10f 11f 11f rev	V	V	V	V	V	X	X	X	V	V	V	V	X	Χ	V	X	
Support	63%	63%	63%	100%	100%	0%	0%	0%	63%	63%	63%	63%	6 0%	6 0%		38%	0%
OpenGL 4.3	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	EG	Cayman	S.I.	C.I.	IVB	HSW	Mesa	MacOS >	X
GL ARB vertex attrib binding	V	V	V	V	V	X	Χ	Χ	V	V	V	V	X	Χ	V	X	
GL ARB texture view	V	V	V	V	V	Χ	Χ	Χ	V	V	V	V	Χ	Χ	V	X	
GL ARB texture storage multisample	V	V	V	V	V	X	Χ	Χ	V	V	V	V	V	V	V	X	
GL ARB texture query levels	V	V	V	V	V	Χ	Χ	Χ	V	V	V	V	Χ	Χ	V	X	
GL ARB texture buffer range	V	V	V	V	V	X	Χ	Χ	V	V	V	V	Χ	Χ	V	X	
GL ARB stencil texturing	V	V	V	V	V	X	Χ	Χ	V	V	V	V	V	V	Х	X	
GL ARB shader storage buffer object	X	Χ	Χ	V	V	Χ	Χ	Χ	V	V	V	V	X	V	X	X	
GL ARB shader image size	X	Χ	Χ	V	V	X	Χ	Χ	V	V	V	V	Χ	Χ	Χ	X	
GL ARB program interface query	V	V	V	V	V	X	Χ	Χ	V	V	V	V	V	V	X	X	

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GL ARB multi draw indirect

GL ARB invalidate subdata	V	V	V	V	V	Χ	Χ	Χ	V	V	V	V	X	Χ	V	X
GL ARB internalformat query2	V	V	V	V	V	Χ	Х	Χ	V	V	V	V	Χ	Χ	Х	X
GL ARB framebuffer no attachments	V	V	V	V	V	Χ	Χ	Χ	V	V	V	V	V	V	Χ	Χ
GL ARB fragment layer viewport	V	V	V	V	V	Χ	Х	Χ	V	V	V	V	Χ	Χ	Χ	Х
GL ARB explicit uniform location	V	V	V	V	V	Χ	Χ	Χ	V	V	V	V	Χ	Χ	Χ	Χ
GL ARB ES3 compatibility	V	V	V	V	V	Х	Χ	Χ	V	V	V	V	V	V	V	X
GL KHR debug	V	V	V	V	V	Χ	Χ	Χ	V	V	V	٧	V	V	V	X
GL ARB copy image	V	V	V	V	V	Χ	Χ	Χ	V	V	V	٧	V	٧	Χ	X
GL ARB compute shader	Χ	Χ	Χ	V	V	X	Χ	X	V	V	V	٧	X	V	Χ	Χ
GL ARB clear buffer object	V	V	V	V	V	Χ	Χ	Χ	V	V	V	V	Χ	Χ	V	X
GL ARB arrays of arrays	V	V	V	V	V	Χ	Χ	Χ	V	V	V	V	V	V	Χ	X
Support	81%	81%	6 81%	6 100%	100%	0%	0%	0%	6 100%	100%	100%	100%	43%	52%	4	18% 0%
OpenGL 4.2	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	EG	Cayman	S.I.	C.I.	IVB	HSW	Mesa	MacOS X
GL ARB transform feedback instanced	Χ	Χ	Х	V	V	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	V	V	V	Χ	X
GL ARB texture storage	V	V	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	V	V	V	V	X
GL ARB shading language 420pack	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V	X
GL ARB shader image load store	Χ	Χ	Χ	V	V	Χ	Χ	Χ	V	V	V	V	Χ	V	Χ	X
GL ARB shader atomic counters	Χ	Χ	Χ	V	V	X	Χ	X	V	V	V	V	V	V	V	X
GL ARB map buffer alignment	V	V	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	V	V	V
GL ARB conservative depth	V	V	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	V	V	V	Χ	X
GL ARB base instance	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V	X
Support	67%	67%	67%	6 100%	100%	75%	75%	75%	6 100%	100%	100%	100%	92%	100%	7	75% 8%
OpenGL 4.1	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	EG	Cayman	S.I.	C.I.	IVB	HSW	Mesa	MacOS X
GL ARB viewport array	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB vertex attrib 64bit	Χ	Χ	Χ	V	V	Χ	Χ	Χ	V	V	V	V	V	V	X	V
GL ARB shader precision	Χ	Χ	Χ	V	V	V	V	V	V	V	V	V	V	V	X	V
GL ARB separate shader objects	V	V	V	V	V	V	V	V	V	V	V	V	V	V	X	V

GL ARB get program binary	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V	X
GL ARB ES2 compatibility	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V
Support	67%	67%	67%	100%	100%	83%	83%	83%	100%	100%	100%	100%	100%	100%	50%	83%
OpenGL 4.0	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	P\/700	FG	Cayman	S I	C.I.	IVB	HSW	Mesa	MacOS X
GL ARB transform feedback3	V	X	X	V	V	V	V	V	V	V	V.	V	V	V	V	V
GL ARB transform feedback2	×	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB texture query lod	×	X	V	V	V	Y	X	V	V	V	V	V	V	V	V	V
GL ARB texture gather	×	X	V	V	V	X	V	V	V	V	V	V	V	V	V	V
GL ARB texture cube map array	X	X	V	V	V	X	V	V	V	V	V	V	V	V	V	V
GL ARB texture buffer object rgb32	X	X	X	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB tessellation shader	X	X	X	V	V	X	X	X	V	V	V	V	V	V	X	V
GL ARB shader subroutine	X	X	X	V	V	X	X	X	V	V	V	V	V	V	X	V
GL ARB sample shading	X	X	V	V	V	X	V	V	V	V	V	V	V	V	V	V
GL ARB gpu shader5	X	X	X	V	V	X	X	X	V	V	V	V	V	V	X	V
GL ARB gpu shader fp64	X	X	X	V	V	X	X	X	V	V	V	V	V	V	X	V
GL ARB draw indirect	X	X	X	V	V	X	X	X	V	V	V	V	V	V	V	V
GL ARB draw buffers blend	X	X	V	V	V	V	V	V	V	V	V	V	V	V	V	V
Support	0%	6 8%	46%	100%	100%	31%	54%	62%	100%	100%	100%	100%	100%	100%	69%	100%
•																
OpenGL 3.3	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	EG	Cayman	S.I.	C.I.	IVB	HSW	Mesa	MacOS X
GL ARB vertex type 2 10 10 10 rev	V	V	V	V	V	٧	V	V	٧	٧	٧	٧	٧	٧	V	V
GL ARB timer query	V	V	V	V	V	٧	V	V	٧	V	٧	V	٧	٧	V	V
GL ARB texture swizzle	V	V	V	V	V	V	V	V	٧	٧	V	V	V	V	V	V
GL ARB texture rgb10 a2ui	V	V	V	V	V	٧	V	V	٧	V	٧	V	٧	٧	V	V
GL ARB shader bit encoding	V	V	V	V	V	٧	V	V	٧	V	٧	٧	٧	٧	V	V
GL ARB sampler objects	V	V	V	V	V	٧	V	V	V	V	٧	V	V	٧	V	V
GL ARB occlusion query2	V	V	V	V	V	٧	V	V	٧	V	V	٧	٧	٧	V	V
GL ARB instanced arrays	V	V	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	V	V
GL ARB blend func extended	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V
Support	100%	6 100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%

OpenGL 3.2	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	EG	Cayman	S.I.	C.I.	IVB	HSW	Mesa	MacOS X
GL ARB vertex array bgra	٧	٧	V	V	V	٧	V	V	V	V	٧	٧	٧	٧	V	V
GL ARB texture multisample	V	V	V	V	V	V	V	V	V	V	٧	V	V	V	V	V
GL ARB sync	V	V	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	٧	V	V	V	V	V
GL ARB provoking vertex	V	V	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	٧	V	V	V	V	V
GL ARB fragment coord conventions	V	V	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	٧	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	V	V
Support	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100	% 100%
OpenGL 3.1	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	EG	Cayman	S.I.	C.I.	IVB	HSW	Mesa	MacOS X
GL ARB uniform buffer object	V	٧	V	V	V	V	V	V	٧	V	٧	٧	V	V	V	V
GL EXT texture snorm	V	V	V	V	V	V	V	V	V	V	٧	V	V	V	V	V
GL ARB texture rectangle	٧	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB texture buffer object	V	V	V	V	V	V	V	V	V	V	٧	V	V	V	V	V
GL NV primitive restart	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB draw instanced	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB copy buffer	V	V	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%	100%	100%	100	% 100%
OpenGL 3.0	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	Everg	r Cayman	S.I.	C.I.	IVB	HSW	Mesa	MacOS X
GL ARB vertex array object	٧	٧	V	V	V	٧	V	V	٧	V	٧	٧	٧	٧	V	V
GL EXT transform feedback	V	٧	V	V	V	V	V	V	٧	V	٧	V	V	V	V	V
GL ARB texture rg	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL EXT texture shared exponent	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL EXT texture integer	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V
GL ARB texture float	V	V	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	V	V
												· ·	· ·			
GL EXT texture array	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V

GL EXT packed depth stencil

GL ARB map buffer range	V	V	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	V	V	
GL ARB half float pixel	V	V	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	V	V	
GL ARB framebuffer sRGB	V	V	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	V	V	
GL ARB depth buffer float	V	V	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	V	V	
GL ARB color buffer float	V	V	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%	100%	100%	100	%	100%
OpenGL 2.1	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	EG	Cayman	S.I.	C.I.	IVB	HSW	Mesa	MacC	OS X
GL EXT texture sRGB	V	٧	V	V	V	٧	V	V	٧	V	V	V	٧	٧	V	V	
GL ARB pixel buffer object	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V	
GL ARB pixel buffer object Support	V 100%	V 100%	V	V 100%	•	•	•	V	V 100%	V	V 100%	V	•	V 100%	·	•	100%
	V 100%	V 100%	V	V 100%	•	•	•	V	•	V	•	V	•	•	·	•	100%
	V 100% G80	V 100% Tesla	V		100%	100%	100%	V	100%	V	100%	V	•	•	·	•	
Support			100%		100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100	%	
Support OpenGL 2.0		Tesla	100% GT21X	Fermi	100% Kepler	100% R600	100% RV670	100% RV700	100% EG	100% Cayman	100% S.I.	100% C.I.	100% IVB	100% HSW	100 Mesa	% MacC	
Support OpenGL 2.0 GL ARB vertex shader		Tesla V	100% GT21X V	Fermi V	100% Kepler V	100% R600 V	100% RV670 V	100% RV700 V	100% EG V	100% Cayman V	100% S.I. V	100% C.I. V	100% IVB V	100% HSW V	100 Mesa V	% MacC V	
Support OpenGL 2.0 GL ARB vertex shader GL ARB texture non power of two		Tesla V V	100% GT21X V	Fermi V V	100% Kepler V V	100% R600 V	100% RV670 V	100% RV700 V	100% EG V	100% Cayman V V	100% S.I. V	100% C.I. V	100% IVB V	100% HSW V	100 Mesa V	MacC V V	
Support OpenGL 2.0 GL ARB vertex shader GL ARB texture non power of two GL EXT stencil two side		Tesla V V	100% GT21X V V	Fermi V V	100% Kepler V V	100% R600 V V	100% RV670 V V	100% RV700 V V	100% EG V V	100% Cayman V V	100% S.I. V V	100% C.I. V V	IVB V V	HSW V V	Mesa V V	MacC V V	
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		Tesla V V V V	GT21X V V V	Fermi V V V	100% Kepler V V V	100% R600 V V V	100% RV670 V V V	100% RV700 V V V V	100% EG V V V	100% Cayman V V V	100% S.I. V V V	100% C.I. V V V	100% IVB V V V	100% HSW V V V	Mesa V V V	MacCo V V V	
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 GL ARB shader objects		Tesla V V V V V	100% GT21X V V V V V	Fermi V 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% EG V V V V	100% Cayman V V V V	100% S.I. V V V V V	100% C.I. V V V V	100% IVB V V V V	100% HSW V V V V	Mesa V V V V V	MacC V V V V	
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 GL ARB shader objects GL ARB point sprite		Tesla V V V V V V	100% GT21X V V V V V V	Fermi V V V V V V V	100% Kepler V V V V V	100% R600 V V V V V V	100% RV670 V V V V V	100% RV700 V V V V V V	100% EG V V V V V	100% Cayman V V V V V	100% S.I. V V V V V V	100% C.I. V V V V V	100% IVB V V V V V	100% HSW V V V V V	Mesa V V V V V V	MacC V V V V	
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 GL ARB shader objects GL ARB point sprite GL ARB fragment shader		Tesla V V V V V V V	100% GT21X V V V V V V V	Fermi V V V V V V V V V	100% Kepler V V V V V V	100% R600 V V V V V V V	100% RV670 V V V V V V	100% RV700 V V V V V V	100% EG V V V V V V	100% Cayman V V V V V V	100% S.I. V V V V V V V	100% C.I. V V V V V V	100% IVB V V V V V V	100% HSW V V V V V V	Mesa V V V V V V V	MacC V V V V V	