

G-Truc Creation

[illegible]

<u>EXT direct state access</u>	V	V	V	V	V	V	V	V	V	V	V	X	X
<u>EXT depth bounds test</u>	V	V	V	V	V	X	X	X	X	X	V	X	V
<u>ARB debug output</u>	V	V	V	V	V	V	V	V	V	V	V	X	X
<u>NV copy image</u>	V	V	V	V	V	V	V	V	V	V	V	X	X
<u>ARB cl event</u>	X	X	X	X	X	X	X	X	X	X	X	X	X
<u>AMD blend minmax factor</u>	X	X	X	X	X	X	X	X	X	V	V	X	X
<u>NV bindless texture</u>	X	X	X	X	V	X	X	X	X	X	X	X	X
Support	38%	38%	38%	47%	56%	22%	22%	25%	41%	47%	59%	3%	13%

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

[illegible][illegible]

