

OpenGL hardware matrix

Extensions exposed by OpenGL implementations

July 2017, G-Truc Creation

GF / Fermi: GeForce 400 series, GeForce 500 series

GK / Kepler: GeForce 600 series, GeForce 700 series

GK110 / Kepler 110: GeForce 780

GM200 / Maxwell: GeForce 900 series

GP102 / Pascal: GeForce 10 series

EG / Evergreen: Radeon HD 5000 series, Radeon HD 6000 series

N.I. / Northern Islands: Radeon HD 6900 series

S.I. / Southern Islands: Radeon HD 7000 series, Radeon R7 250X, Radeon R7 265, Radeon R9 280

C.I. / Sea Islands: Radeon HD 7790, Radeon R7 240, Radeon R7 250, Radeon R7 260, Radeon R9 270

V.I. / Volcanic Islands: Radeon R9 285 / 290 / Fury

Polaris: Radeon RX 400 series, Radeon RX 500 series

SNB / Sandy Bridge: HD, HD 2000

IVB / Ivy Bridge: HD4000, HD2500

HSW / Haswell: Iris 5X00 series, HD 4X00 series

BSW / Broadwell: Iris 6X00 series, HD 5X00 series

SKL / Skulake: Iris and HD 500 series, Iris and HD 600 series

[illegible]

ARB_post_depth_coverage	V	V	V	V	V	X	X	X	X	X	X	X	X	X	V	V	X
ARB_pipeline_statistics_query	V	V	V	V	V	V	V	V	V	V	V	X	X	X	X	V	X
ARB_parallel_shader_compile	V	V	V	V	V	X	X	X	X	X	X	X	X	X	X	X	X
ARB_gpu_shader_int64	V	V	V	V	V	X	X	X	X	X	X	X	X	X	X	V	X
ARB_fragment_shader_interlock	X	X	X	V	V	X	X	X	X	X	X	X	X	X	X	X	X
ARB_ES3_2_compability	V	V	V	V	V	X	X	X	X	X	X	X	X	X	X	V	X
ARB_debug_output	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V	X
ARB_indirect_parameters	V	V	V	V	V	X	X	V	V	V	V	X	V	V	V	V	X
ARB_compute_variable_group_size	V	V	V	V	V	X	X	X	X	X	X	X	X	X	X	V	X
ARB_compatibility	V	V	V	V	V	V	V	V	V	V	V	V	V	V	V	X	X
ARB_cl_event	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
ARB_bindless_texture	X	V	V	V	V	X	X	V	V	V	V	X	X	X	V	V	X
ARB_gl_spirv	X	V	V	V	V	X	X	V	V	V	V	X	X	X	X	X	X
Support	54%	66%	69%	86%	86%	17%	17%	40%	40%	40%	40%	11%	20%	20%	43%	65%	3%

[illegible]

NV_path_rendering_shared_edge	X	X	X	V	V	X	X	X	X	X	X	X	X	X	X	X	X
NV_path_rendering	V	V	V	V	V	X	X	X	X	X	X	X	X	X	X	X	X
NV_multisample_coverage	V	V	V	V	V	X	X	X	X	X	X	X	X	X	X	X	X
NV_internalformat_sample_query	X	X	X	V	V	X	X	X	X	X	X	X	X	X	X	X	X
NV_geometry_shader_passthrough	X	X	X	V	V	X	X	X	X	X	X	X	X	X	X	X	X
NV_framebuffer_mixed_samples	X	X	X	V	V	X	X	X	X	X	X	X	X	X	X	X	X
NV_fragment_shader_interlock	X	X	X	V	V	X	X	X	X	X	X	X	X	X	X	X	X
NV_fragment_coverage_to_color	X	X	X	V	V	X	X	X	X	X	X	X	X	X	X	X	X
NV_fill_rectangle	X	X	X	V	V	X	X	X	X	X	X	X	X	X	X	X	X
NV_explicit_multisample	V	V	V	V	V	V	V	V	V	V	V	X	X	X	X	X	X
NV_draw_vulkan_image	X	V	V	V	V	X	X	X	X	X	X	X	X	X	X	X	X
NV_depth_buffer_float	V	V	V	V	V	V	V	V	V	V	V	X	X	X	X	X	X
NV_copy_image	V	V	V	V	V	V	V	V	V	V	V	X	X	X	X	X	X
NV_command_list	X	X	X	V	V	X	X	X	X	X	X	X	X	X	X	X	X
NV_conservative_raster_pre_snap_triangles	X	X	X	X	V	X	X	X	X	X	X	X	X	X	X	X	X
NV_conservative_raster_dilate	X	X	X	V	V	X	X	X	X	X	X	X	X	X	X	X	X
NV_conservative_raster	X	X	X	V	V	X	X	X	X	X	X	X	X	X	X	X	X
NV_clip_space_w_scaling	X	X	X	X	V	X	X	X	X	X	X	X	X	X	X	X	X
NV_bindless_texture	X	V	V	V	V	X	X	X	X	X	X	X	X	X	X	X	X
NV_bindless_multi_draw_indirect_count	V	V	V	V	V	X	X	X	X	X	X	X	X	X	X	X	X
NV_bindless_multi_draw_indirect	V	V	V	V	V	X	X	X	X	X	X	X	X	X	X	X	X
NV_blend_equation_advanced	V	V	V	V	V	X	X	X	X	X	X	X	X	X	X	X	X
INTEL_multi_rate_fragment_shader	X	X	X	X	X	X	X	X	X	X	X	X	X	X	V	X	X
INTEL_map_texture	X	X	X	X	X	X	X	X	X	X	X	V	V	V	V	X	X
INTEL_fragment_shader_ordering	X	X	X	X	X	X	X	V	V	V	V	X	V	V	V	X	X
INTEL_conservative_rasterization	X	X	X	X	X	X	X	X	X	X	X	X	X	X	V	X	X
ANGLE_texture_compression_dxt5	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	V	X
ANGLE_texture_compression_dxt3	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	V	X
AMD_vertex_shader_viewport_index	X	X	X	X	X	V	V	V	V	V	V	X	V	V	V	X	X
AMD_vertex_shader_layer	X	X	X	X	X	V	V	V	V	V	V	X	V	V	V	V	X
AMD_transform_feedback4	X	X	X	X	X	X	X	V	V	V	V	X	X	X	X	X	X
AMD_transform_feedback3_lines_triangles	X	X	X	X	X	X	V	V	V	V	V	X	X	X	X	X	X
AMD_stencil_operation_extended	X	X	X	X	X	X	X	V	V	V	V	X	X	X	X	X	X
AMD_sparse_texture_pool	X	X	X	X	X	X	X	X	V	V	V	X	X	X	X	X	X
AMD_sparse_texture	X	X	X	X	X	X	X	V	V	V	V	X	X	X	X	X	X
AMD_shader_trinary_minmax	X	X	X	X	X	X	X	V	V	V	V	X	X	X	X	V	X
AMD_shader_stencil_value_export	X	X	X	X	X	X	X	V	V	V	V	X	X	X	X	X	X
AMD_shader_stencil_export	X	X	X	X	X	V	V	V	V	V	V	X	X	X	X	X	X
AMD_seamless_cubemap_per_texture	X	V	V	V	V	V	V	V	V	V	V	X	X	X	X	V	X
AMD_sample_positions	X	X	X	X	X	V	V	V	V	V	V	X	X	X	X	X	X
AMD_query_buffer_object	X	X	X	X	X	V	V	V	V	V	V	X	X	X	X	X	X
AMD_pinned_memory	X	X	X	X	X	V	V	V	V	V	V	X	X	X	X	X	X
AMD_performance_monitor	X	X	X	X	X	V	V	V	V	V	V	X	X	X	X	V	X
AMD_occlusion_query_event	X	X	X	X	X	X	X	X	V	V	V	X	X	X	X	X	X
AMD_interleaved_elements	X	X	X	X	X	X	X	V	V	V	V	X	X	X	X	X	X
AMD_gpu_shader_half_float	X	X	X	X	X	X	X	X	X	V	V	X	X	X	X	X	X
AMD_gpu_shader_half_float2	X	X	X	X	X	X	X	X	X	V	V	X	X	X	X	X	X
AMD_gpu_shader_int64	X	X	X	X	X	X	X	V	V	V	V	X	X	X	X	X	X
AMD_gcn_shader	X	X	X	X	X	X	X	V	V	V	V	X	X	X	X	X	X
AMD_framebuffer_sample_positions	X	X	X	X	X	X	X	V	V	V	V	X	X	X	X	X	X

