

## G-Truc Creation

[illegible]





<u>GL ARB robust buffer access behavior</u>	V	V	V	V	V	X	X	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	X	X
<u>GL ARB multi draw indirect</u>	X	X	X	V	V	X	X	X	V	V	V	X	X	X	X
<u>GL ARB invalidate subdata</u>	V	V	V	V	V	X	X	X	X	X	X	X	V	X	X
<u>GL ARB internalformat query2</u>	V	V	V	V	V	X	X	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	X	X
<u>GL ARB fragment layer viewport</u>	V	V	V	V	V	X	X	X	V	V	V	X	X	X	X
<u>GL ARB explicit uniform location</u>	V	V	V	V	V	X	X	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	V	X	X
<u>GL KHR debug</u>	V	V	V	V	V	X	X	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	X	X
<u>GL ARB compute shader</u>	X	X	X	V	V	X	X	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	X	X
<u>GL ARB arrays of arrays</u>	V	V	V	V	V	X	X	X	X	X	X	X	X	X	X
Support	83%	83%	83%	100%	100%	0%	0%	0%	17%	17%	17%	0%	9%	0%	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	X	V	X	X
<u>GL ARB texture compression bptc</u>	X	X	X	V	V	X	X	X	V	V	V	X	X	X	X
<u>GL ARB texture storage</u>	V	V	V	V	V	V	V	V	V	V	V	V	V	X	X
<u>GL ARB shading language packing</u>	V	V	V	V	V	V	V	V	V	V	V	X	V	X	X
<u>GL ARB shading language 420pack</u>	V	V	V	V	V	V	V	V	V	V	V	X	X	X	X
<u>GL ARB shader image load store</u>	X	X	X	V	V	X	X	X	V	V	V	X	X	X	X
<u>GL ARB shader atomic counters</u>	X	X	X	V	V	X	X	X	V	V	V	X	X	X	X
<u>GL ARB map buffer alignment</u>	V	V	V	V	V	V	V	V	V	V	V	V	V	X	X
<u>GL ARB internalformat query</u>	V	V	V	V	V	V	V	V	V	V	V	V	V	X	X
<u>GL ARB conservative depth</u>	V	V	V	V	V	V	V	V	V	V	V	V	V	X	X
<u>GL ARB compressed texture pixel storage</u>	V	V	V	V	V	V	V	V	V	V	V	X	X	X	X
<u>GL ARB base instance</u>	X	X	X	V	V	X	X	X	V	V	V	V	V	X	X
Support	58%	58%	58%	100%	100%	67%	67%	67%	100%	100%	100%	42%	58%	0%	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	X	X	X	X





