

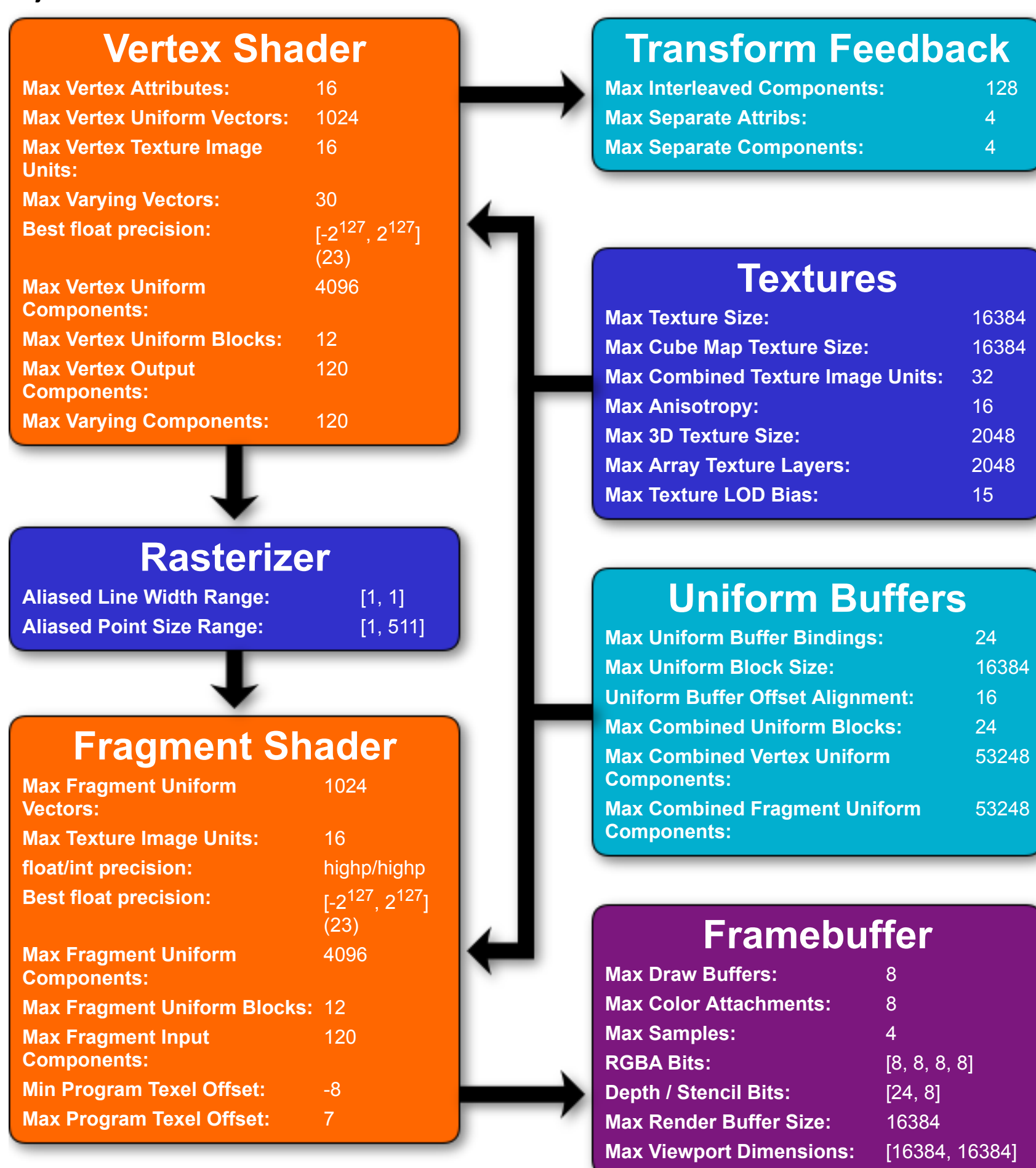
WebGL Report

WebGL 1

WebGL 2

✓ This browser supports WebGL 2

Platform: MacIntel
Browser User Agent: Mozilla/5.0 (Macintosh; Intel Mac OS X 10_15_7) AppleWebKit/605.1.15 (KHTML, like Gecko) Version/17.3 Safari/605.1.15
Context Name: webgl2
GL Version: WebGL 2.0
Shading Language Version: WebGL GLSL ES 3.00
Vendor: WebKit
Renderer: WebKit WebGL
Unmasked Vendor: Apple Inc.
Unmasked Renderer: Apple GPU
Antialiasing: Available
ANGLE: No
Major Performance Caveat: No



Supported Extensions:

```
EXT_color_buffer_float
EXT_color_buffer_half_float
EXT_float_blend
EXT_texture_compression_bptc
EXT_texture_compression_rgtc
EXT_texture_filter_anisotropic
EXT_texture_norm16
KHR_parallel_shader_compile
OES_draw_buffers_indexed
OES_texture_float_linear
WEBGL_clip_cull_distance
WEBGL_compressed_texture_astc
WEBGL_compressed_texture_etc
WEBGL_compressed_texture_etc1
WEBGL_compressed_texture_pvrtc
WEBKIT_WEBGL_compressed_texture_pvrtc
WEBGL_compressed_texture_s3tc
WEBGL_compressed_texture_s3tc_srgb
WEBGL_debug_renderer_info
WEBGL_debug_shaders
WEBGL_lose_context
WEBGL_multi_draw
WEBGL_provoking_vertex
```

WebGL 2 Functions Implementation Status:

88 of 88 new functions implemented.

```
copyBufferSubData
getBufferSubData
blitFramebuffer
framebufferTextureLayer
getInternalformatParameter
invalidateFramebuffer
invalidateSubFramebuffer
readBuffer
renderbufferStorageMultisample
texStorage2D
texStorage3D
texImage3D
texSubImage3D
copyTexSubImage3D
compressedTexImage3D
compressedTexSubImage3D
getFragDataLocation
uniform1ui
uniform2ui
uniform3ui
uniform4ui
uniform1uiv
uniform2uiv
uniform3uiv
uniform4uiv
uniformMatrix2x3fv
uniformMatrix3x2fv
uniformMatrix2x4fv
uniformMatrix4x2fv
uniformMatrix3x4fv
uniformMatrix4x3fv
vertexAttribI4i
vertexAttribI4iv
vertexAttribI4ui
vertexAttribI4uiv
vertexAttribIPointer
vertexAttribDivisor
drawArraysInstanced
drawElementsInstanced
drawRangeElements
drawBuffers
clearBufferiv
clearBufferuiv
clearBufferfv
clearBufferfiv
createQuery
deleteQuery
isQuery
beginQuery
endQuery
getQuery
getQueryParameter
createSampler
deleteSampler
isSampler
bindSampler
samplerParameteri
samplerParameterf
getSamplerParameter
fenceSync
isSync
deleteSync
clientWaitSync
waitSync
getSyncParameter
createTransformFeedback
deleteTransformFeedback
isTransformFeedback
bindTransformFeedback
beginTransformFeedback
endTransformFeedback
transformFeedbackVaryings
getTransformFeedbackVarying
pauseTransformFeedback
resumeTransformFeedback
bindBufferBase
bindBufferRange
getIndexedParameter
getUniformIndices
getActiveUniforms
getUniformBlockIndex
getActiveUniformBlockParameter
getActiveUniformBlockName
uniformBlockBinding
createVertexArray
deleteVertexArray
isVertexArray
bindVertexArray
```

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