

Intel GPU and browser compatibility solutions

Solutions 1

Update your computer system drivers and browser to the latest version

Solutions 2

Make sure your GPU is not blacklisted by your browser. To enable ignore blacklist

- In the address bar, type: `chrome://flags/#ignore-gpu-blacklist` and press enter
- Set this parameter to enable

● Override software rendering list

Overrides the built-in software rendering list and enables GPU-acceleration on unsupported system configurations. – Mac, Windows, Linux, ChromeOS, Android, Lacros

[#ignore-gpu-blacklist](#)

Disabled

✓ Enabled

Choose the right "Angle graph"

- In the address bar, type: `chrome://flags/#use-angle` and press enter
- Select the Angle compatible with the video card (try one by one) and follow the prompts to effect the settings

● Choose ANGLE graphics backend

Choose the graphics backend for ANGLE. The OpenGL backend is soon to be deprecated on Mac, and may contain driver bugs that are not planned to be fixed. The Metal backend is still experimental, and may contain bugs that are still being worked on. The Metal backend should be more performant, but may still be behind the OpenGL backend until fully released. – Mac

[#use-angle](#)

Default

✓ OpenGL

Metal

Solutions 3 (Not recommend)

Turn off GPU acceleration

- Go to the browser Settings page and search for GPU acceleration or image acceleration
- Turn it off and follow the prompts to take effect

Q acceleration

System

Continue running background apps when Google Chrome is closed



Use graphics acceleration when available

Relaunch

