

WebGL Report

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WebGL 1 **WebGL 2**

✓ This browser supports WebGL 1

Platform:	MacIntel
Browser User Agent:	Mozilla/5.0 (Macintosh; Intel Mac OS X 10_12_4) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/61.0.3135.0 Safari/537.36
Context Name:	webgl
GL Version:	WebGL 1.0 (OpenGL ES 2.0 Chromium)
Shading Language Version:	WebGL GLSL ES 1.0 (OpenGL ES GLSL ES 1.0 Chromium)
Vendor:	WebKit
Renderer:	WebKit WebGL
Unmasked Vendor:	ATI Technologies Inc.
Unmasked Renderer:	AMD Radeon R9 M395 OpenGL Engine
Antialiasing:	Available
ANGLE:	No
Major Performance Caveat:	No

Vertex Shader

Max Vertex Attributes:	16
Max Vertex Uniform Vectors:	1024
Max Vertex Texture Image Units:	16
Max Varying Vectors:	32
Best float precision:	$[-2^{127}, 2^{127}]$ (23)

Rasterizer

Aliased Line Width Range:	[1, 1]
Aliased Point Size Range:	[1, 8191]

Fragment Shader

Max Fragment Uniform Vectors:	1024
Max Texture Image Units:	16
float/int precision:	highp/highp
Best float precision:	$[-2^{127}, 2^{127}]$ (23)

Framebuffer

Max Color Buffers:	8
RGBA Bits:	[8, 8, 8, 8]
Depth / Stencil Bits:	[24, 8]
Max Render Buffer Size:	16384

Transform Feedback

Coming in WebGL 2

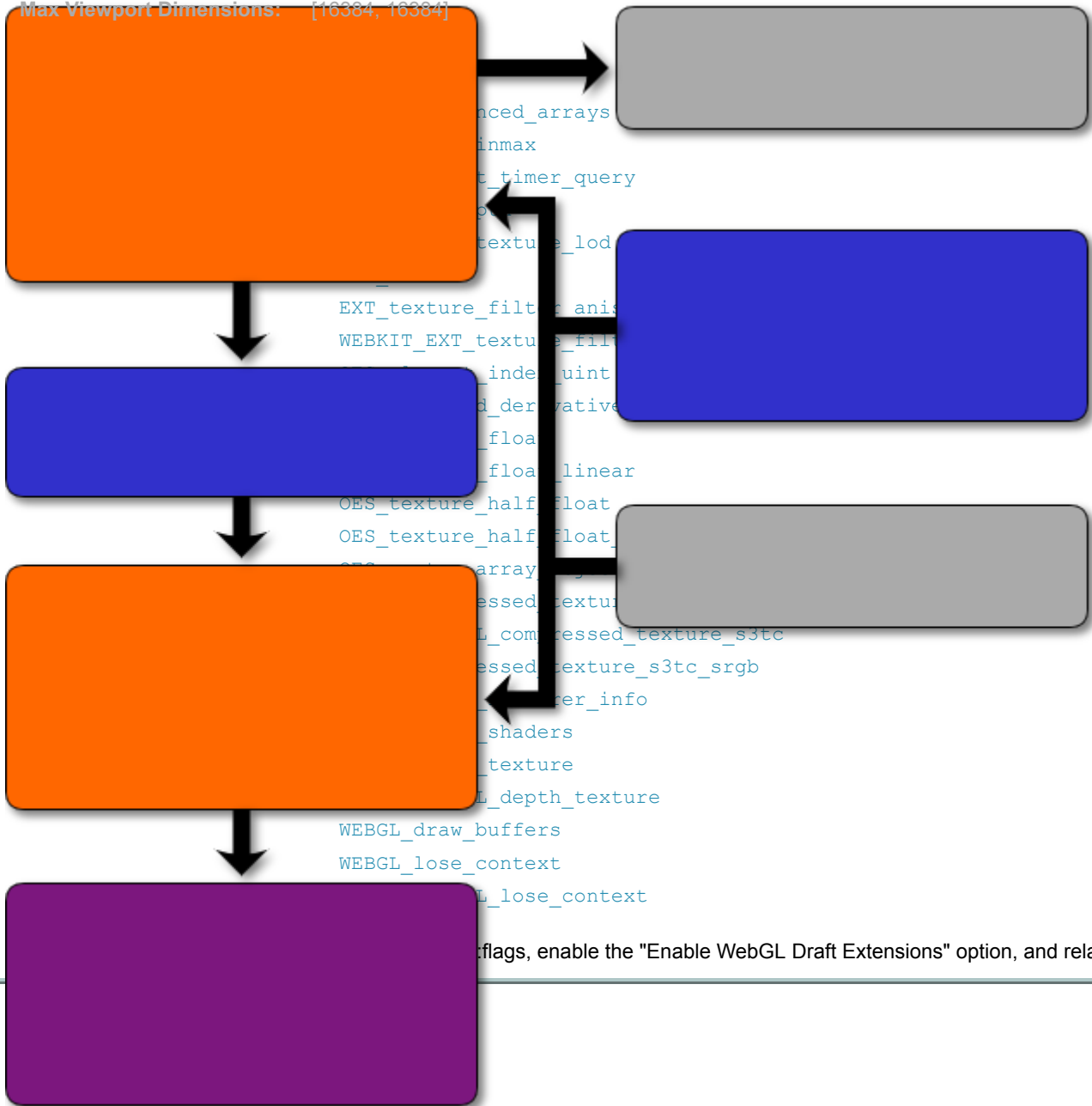
Textures

Max Texture Size:	16384
Max Cube Map Texture Size:	16384
Max Combined Texture Image Units:	80
Max Anisotropy:	16

Uniform Buffers

Coming in WebGL 2

Max Viewport Dimensions: [16384, 16384]



flags, enable the "Enable WebGL Draft Extensions" option, and relaunch.