

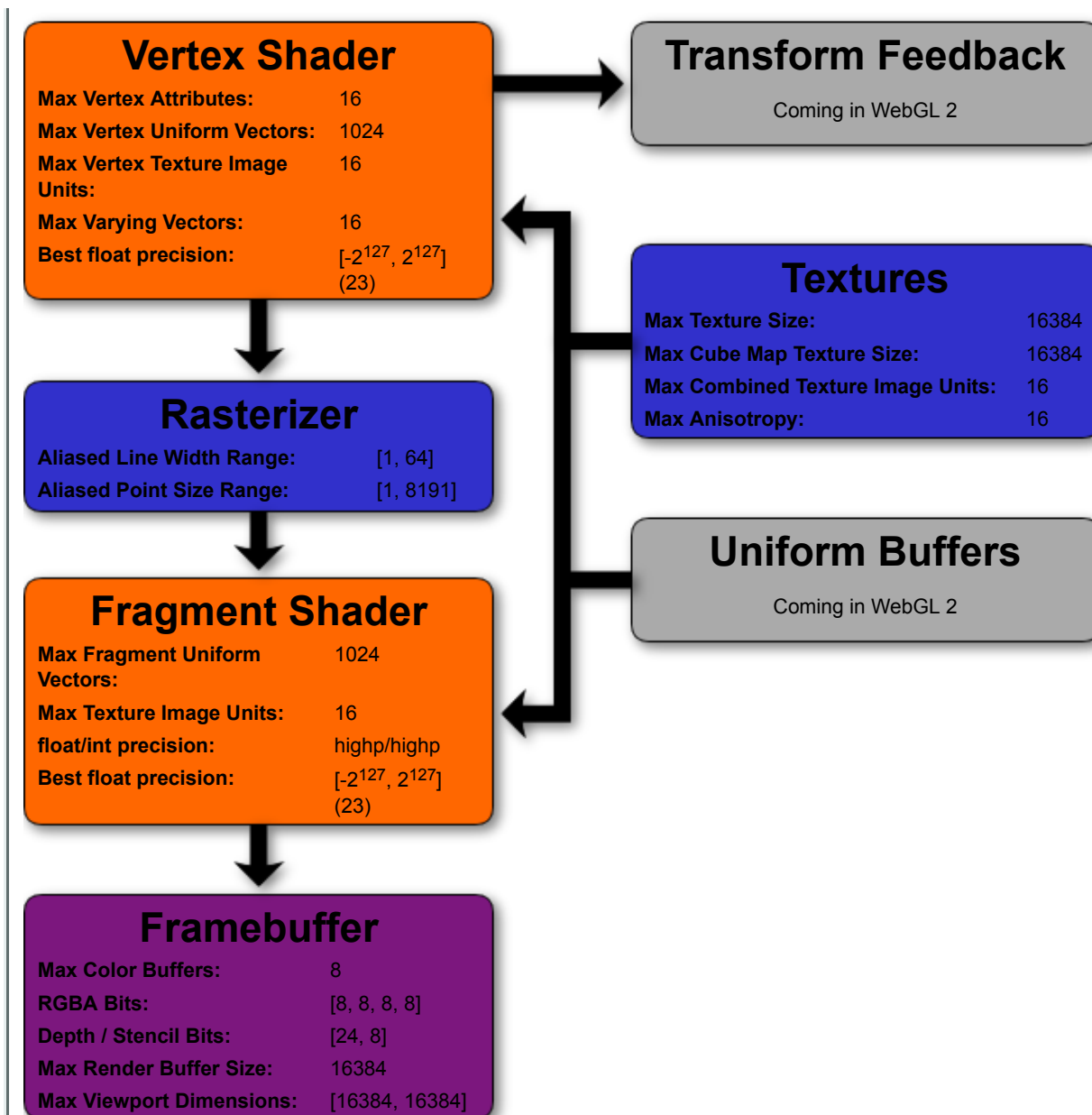
WebGL Report



WebGL 1 [WebGL 2](#)

✓ This browser supports WebGL 1

Platform:	MacIntel
Browser User Agent:	Mozilla/5.0 (Macintosh; Intel Mac OS X 10.12; rv:54.0) Gecko/20100101 Firefox/54.0
Context Name:	webgl
GL Version:	WebGL 1.0
Shading Language Version:	WebGL GLSL ES 1.0
Vendor:	Mozilla
Renderer:	Mozilla
Unmasked Vendor:	ATI Technologies Inc.
Unmasked Renderer:	AMD Radeon R9 M395 OpenGL Engine
Antialiasing:	Not available
ANGLE:	No
Major Performance Caveat:	No

**Supported Extensions:**

```

ANGLE_instanced_arrays
EXT_blend_minmax
EXT_color_buffer_half_float
EXT_frag_depth
EXT_sRGB
EXT_shader_texture_lod
EXT_texture_filter_anisotropic
OES_element_index_uint
OES_standard_derivatives
OES_texture_float
OES_texture_float_linear
OES_texture_half_float
OES_texture_half_float_linear
OES_vertex_array_object
WEBGL_color_buffer_float
WEBGL_compressed_texture_s3tc
WEBGL_debug_renderer_info
WEBGL_depth_texture

```

```
WEBGL_draw_buffers
WEBGL_lose_context
MOZ_WEBGL_lose_context
MOZ_WEBGL_compressed_texture_s3tc
MOZ_WEBGL_depth_texture
```

To see draft extensions in Firefox, browse to `about:config` and set `webgl.enable-draft-extensions` to true.