

# WebGL Report

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WebGL 1   WebGL 2

✓ This browser supports WebGL 2

<b>Platform:</b>	MacIntel
<b>Browser User Agent:</b>	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
<b>Context Name:</b>	webgl2
<b>GL Version:</b>	WebGL 2.0 (OpenGL ES 3.0 Chromium)
<b>Shading Language Version:</b>	WebGL GLSL ES 3.00 (OpenGL ES GLSL ES 3.0 Chromium)
<b>Vendor:</b>	WebKit
<b>Renderer:</b>	WebKit WebGL
<b>Unmasked Vendor:</b>	ATI Technologies Inc.
<b>Unmasked Renderer:</b>	AMD Radeon R9 M395 OpenGL Engine
<b>Antialiasing:</b>	Available
<b>ANGLE:</b>	No
<b>Major Performance Caveat:</b>	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)
Max Vertex Uniform Components:	4096
Max Vertex Uniform Blocks:	16
Max Vertex Output Components:	128
Max Varying Components:	128

## 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:	high/highp
Best float precision:	$[-2^{127}, 2^{127}]$ (23)
Max Fragment Uniform Components:	4096
Max Fragment Uniform Blocks:	16

## Transform Feedback

Max Interleaved Components:	64
Max Separate Attribs:	4
Max Separate Components:	4

## Textures

Max Texture Size:	16384
Max Cube Map Texture Size:	16384
Max Combined Texture Image Units:	80
Max Anisotropy:	16
Max 3D Texture Size:	16384
Max Array Texture Layers:	2048
Max Texture LOD Bias:	16

## Uniform Buffers

Max Uniform Buffer Bindings:	80
Max Uniform Block Size:	65536
Uniform Buffer Offset Alignment:	256
Max Combined Uniform Blocks:	80
Max Combined Vertex Uniform Components:	266240
Max Combined Fragment Uniform Components:	266240

## Framebuffer

Max Draw Buffers:	8
Max Color Attachments:	8

Max Fragment Input Components: 128  
 Min Program Texel Offset: -8  
 Max Program Texel Offset: 7

Max Samples: 8  
 RGBA Bits: [8, 8, 8, 8]  
 Depth / Stencil Bits: [24, 8]  
 Max Render Buffer Size: 16384  
 Max Viewport Dimensions: [16384, 16384]

[Empty blue box]

[Empty blue box]

[Empty orange box]

[Empty cyan box]

[Empty purple box]

uniform float  
 uniform sampler2D  
 uniform sampler3D  
 uniform samplerCube  
 uniform samplerBuffer  
 uniform mat2  
 uniform mat3  
 uniform mat4  
 uniform mat2x3  
 uniform mat3x2  
 uniform mat2x4  
 uniform mat4x2  
 uniform mat3x4  
 uniform mat4x3  
 uniform vec2  
 uniform vec3  
 uniform vec4  
 uniform bvec2  
 uniform bvec3  
 uniform bvec4  
 uniform ivec2  
 uniform ivec3  
 uniform ivec4  
 uniform lowp\_mat2  
 uniform lowp\_mat3  
 uniform lowp\_mat4  
 uniform lowp\_mat2x3  
 uniform lowp\_mat3x2  
 uniform lowp\_mat2x4  
 uniform lowp\_mat4x2  
 uniform lowp\_mat3x4  
 uniform lowp\_mat4x3  
 uniform lowp\_vec2  
 uniform lowp\_vec3  
 uniform lowp\_vec4  
 uniform lowp\_bvec2  
 uniform lowp\_bvec3  
 uniform lowp\_bvec4  
 uniform lowp\_ivec2  
 uniform lowp\_ivec3  
 uniform lowp\_ivec4  
 uniform mediump\_mat2  
 uniform mediump\_mat3  
 uniform mediump\_mat4  
 uniform mediump\_mat2x3  
 uniform mediump\_mat3x2  
 uniform mediump\_mat2x4  
 uniform mediump\_mat4x2  
 uniform mediump\_mat3x4  
 uniform mediump\_mat4x3  
 uniform mediump\_vec2  
 uniform mediump\_vec3  
 uniform mediump\_vec4  
 uniform mediump\_bvec2  
 uniform mediump\_bvec3  
 uniform mediump\_bvec4  
 uniform mediump\_ivec2  
 uniform mediump\_ivec3  
 uniform mediump\_ivec4  
 uniform highp\_mat2  
 uniform highp\_mat3  
 uniform highp\_mat4  
 uniform highp\_mat2x3  
 uniform highp\_mat3x2  
 uniform highp\_mat2x4  
 uniform highp\_mat4x2  
 uniform highp\_mat3x4  
 uniform highp\_mat4x3  
 uniform highp\_vec2  
 uniform highp\_vec3  
 uniform highp\_vec4  
 uniform highp\_bvec2  
 uniform highp\_bvec3  
 uniform highp\_bvec4  
 uniform highp\_ivec2  
 uniform highp\_ivec3  
 uniform highp\_ivec4  
 lowp\_mat2x2  
 lowp\_mat3x3  
 lowp\_mat4x4  
 lowp\_mat2x3  
 lowp\_mat3x2  
 lowp\_mat2x4  
 lowp\_mat4x2  
 lowp\_mat3x4  
 lowp\_mat4x3  
 lowp\_vec2  
 lowp\_vec3  
 lowp\_vec4  
 lowp\_bvec2  
 lowp\_bvec3  
 lowp\_bvec4  
 lowp\_ivec2  
 lowp\_ivec3  
 lowp\_ivec4  
 mediump\_mat2x2  
 mediump\_mat3x3  
 mediump\_mat4x4  
 mediump\_mat2x3  
 mediump\_mat3x2  
 mediump\_mat2x4  
 mediump\_mat4x2  
 mediump\_mat3x4  
 mediump\_mat4x3  
 mediump\_vec2  
 mediump\_vec3  
 mediump\_vec4  
 mediump\_bvec2  
 mediump\_bvec3  
 mediump\_bvec4  
 mediump\_ivec2  
 mediump\_ivec3  
 mediump\_ivec4  
 highp\_mat2x2  
 highp\_mat3x3  
 highp\_mat4x4  
 highp\_mat2x3  
 highp\_mat3x2  
 highp\_mat2x4  
 highp\_mat4x2  
 highp\_mat3x4  
 highp\_mat4x3  
 highp\_vec2  
 highp\_vec3  
 highp\_vec4  
 highp\_bvec2  
 highp\_bvec3  
 highp\_bvec4  
 highp\_ivec2  
 highp\_ivec3  
 highp\_ivec4  
 WebGL\_debug\_shaders  
 WebGL\_get\_buffer\_sub\_data  
 WebGL\_lose\_context

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

88 of 88 new functions implemented

SubData  
 Data  
 Buffer  
 TextureLayer  
 formatParam  
 frameBuffer  
 subFrameBuffer  
 StorageMult  
 D  
 D  
 Image3D  
 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  
clearBufferfi  
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

