

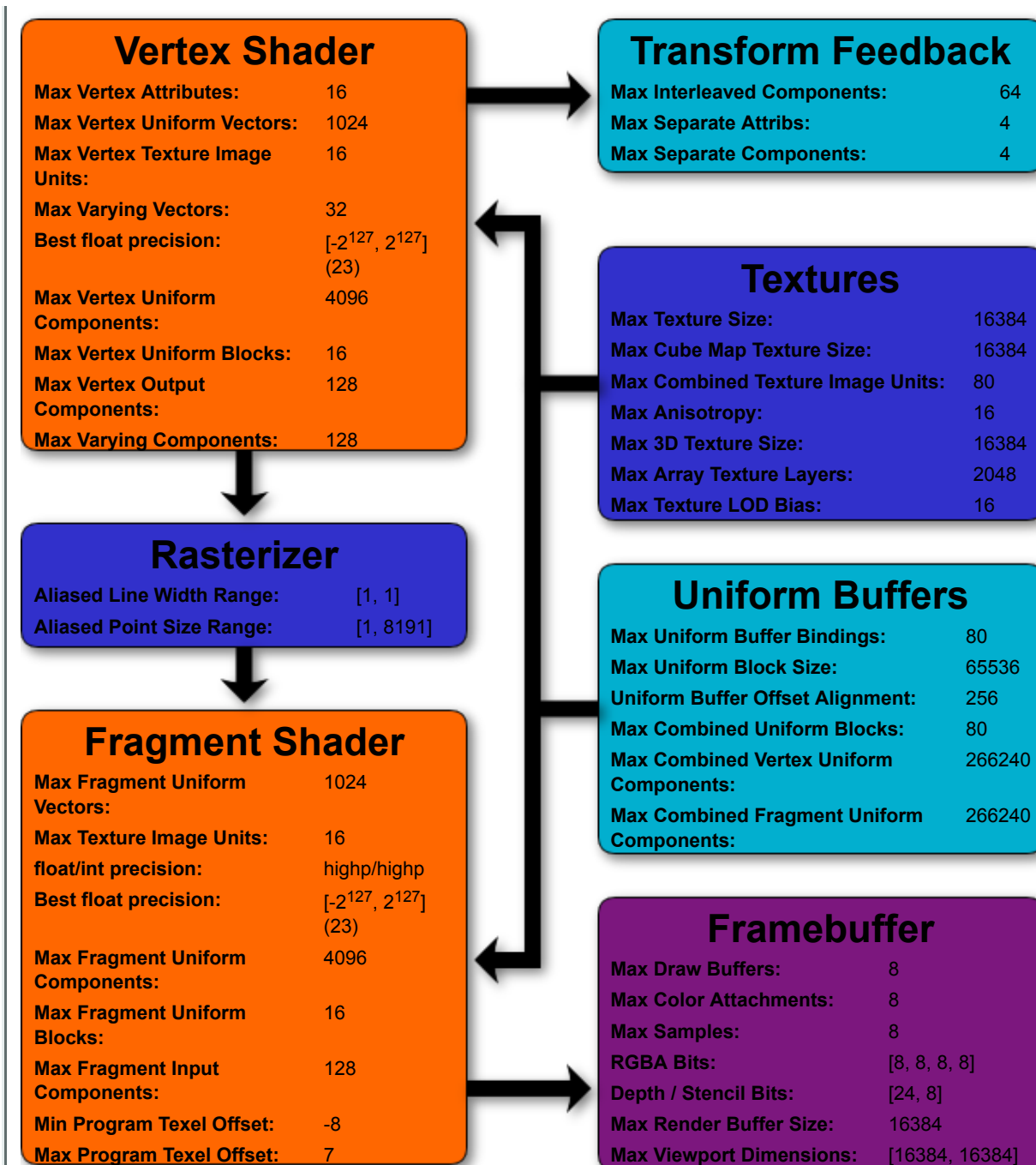
WebGL Report



[WebGL 1](#) [WebGL 2](#)

✓ This browser supports WebGL 2

| | |
|----------------------------------|--|
| Platform: | MacIntel |
| Browser User Agent: | Mozilla/5.0 (Macintosh; Intel Mac OS X 10.12; rv:54.0) Gecko/20100101 Firefox/54.0 |
| Context Name: | webgl2 |
| GL Version: | WebGL 2.0 |
| Shading Language Version: | WebGL GLSL ES 3.00 |
| 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:**

```

EXT_color_buffer_float
EXT_texture_filter_anisotropic
EXT_disjoint_timer_query
OES_texture_float_linear
WEBGL_compressed_texture_s3tc
WEBGL_debug_renderer_info
WEBGL_lose_context
MOZ_WEBGL_lose_context
MOZ_WEBGL_compressed_texture_s3tc

```

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

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
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
bindVertexArray
```