

# WebGL Report

WebGL 1 [WebGL 2](#)

✓ This browser supports WebGL 1

**Platform:** Win32  
**Browser User Agent:** Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/100.0.4896.127 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:** Google Inc. (Intel)  
**Unmasked Renderer:** ANGLE (Intel, Intel(R) Iris(R) Xe Graphics Direct3D11 vs\_5\_0 ps\_5\_0\_D3D11)  
**Antialiasing:** Available  
**ANGLE:** Yes, D3D11  
**Major Performance Caveat:** No

**Vertex Shader**  
 Max Vertex Attributes: 16  
 Max Vertex Uniform Vectors: 4096  
 Max Vertex Texture Image Units: 16  
 Max Varying Vectors: 30  
 Best float precision: (12^17, 2^15)  
 (20)

**Rasterizer**  
 Aliased Line Width Range: [1, 1]  
 Aliased Point Size Range: [1, 1024]

**Fragment Shader**  
 Max Fragment Uniform Vectors: 1024  
 Max Texture Image Units: 16  
 Best float precision: (12^17, 2^15)  
 (20)

**Framebuffer**  
 Max Color Buffers: 8  
 RGBA Bits: [8, 8, 8, 8]  
 Depth / Stencil Bits: [24, 8]  
 Max Render Buffer Size: 16384  
 Max Viewport Dimensions: [32767, 32767]

**Textures**  
 Max Texture Size: 16384  
 Max Cube Map Texture Size: 16384  
 Max Combined Texture Image Units: 32  
 Max Anisotropy: 16

**Supported Extensions:**

- ANGLE\_instanced\_arrays
- EXT\_blend\_minmax
- EXT\_color\_buffer\_half\_float
- EXT\_disjoint\_timer\_query
- EXT\_float\_blend
- EXT\_frag\_depth
- EXT\_shader\_texture\_lod
- EXT\_texture\_compression\_bptc
- EXT\_texture\_compression\_rgtc
- EXT\_texture\_filter\_anisotropic
- WEBKIT\_EXT\_texture\_filter\_anisotropic
- EXT\_sRGB
- KHR\_parallel\_shader\_compile
- OES\_element\_index\_uint
- OES\_foam\_fix
- 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
- WEBKIT\_WEBGL\_compressed\_texture\_s3tc
- WEBGL\_compressed\_texture\_s3tc\_etc1
- WEBGL\_debug\_renderer\_info
- WEBGL\_debug\_shaders
- WEBGL\_depth\_texture
- WEBKIT\_WEBGL\_depth\_texture
- WEBGL\_draw\_buffers
- WEBGL\_loss\_context
- WEBKIT\_WEBGL\_loss\_context
- WEBGL\_multi\_draw

To see draft extensions in Chrome, browse to [about:flags](#), enable the "Enable WebGL Draft Extensions" option, and reload.