Graphics Feature Status

- Canvas: Software only, hardware acceleration unavailable
- Flash: Software only, hardware acceleration unavailable
- Flash Stage3D: Software only, hardware acceleration unavailable
- Flash Stage3D Baseline profile: Software only, hardware acceleration unavailable
- Compositing: Software only, hardware acceleration unavailable
- Multiple Raster Threads: Unavailable
- Native GpuMemoryBuffers: Software only. Hardware acceleration disabled
- Rasterization: Software only. Hardware acceleration disabled
- Video Decode: Software only, hardware acceleration unavailable
- Video Encode: Software only, hardware acceleration unavailable
- WebGL: Unavailable

Driver Bug Workarounds

- clear_uniforms_before_first_program_use
- count_all_in_varyings_packing
- disable_post_sub_buffers_for_onscreen_surfaces
- disable_texture_storage
- scalarize_vec_and_mat_constructor_args

Problems Detected

- GPU process was unable to boot: GPU process launch failed.
  Disabled Features: all
- Clear uniforms before first program use on all platforms: 124764, 349137
  Applied Workarounds: clear_uniforms_before_first_program_use
- Mesa drivers in Linux handle varyings without static use incorrectly: 333885
  Applied Workarounds: count_all_in_varyings_packing
- Disable partial swaps on linux drivers: 339493
  Applied Workarounds: disable_post_sub_buffers_for_onscreen_surfaces
- Always rewrite vec/mat constructors to be consistent: 398694
  Applied Workarounds: scalarize_vec_and_mat_constructor_args
- Linux Mesa drivers crash on glTexSubImage2D() to texture storage bound to FBO: 521904
  Applied Workarounds: disable_texture_storage
- Accelerated rasterization has been disabled, either via about:flags or command line.
  Disabled Features: rasterization
- Native GpuMemoryBuffers have been disabled, either via about:flags or command line.
  Disabled Features: native_gpu_memory_buffers

Version Information

Data exported	5/29/2016, 4:44:02 PM
Chrome version	Chrome/50.0.2661.102
Operating system	Linux 3.10.80-125
Software rendering list version	0
Driver bug list version	8.59

ANGLE commit id	unknown hash
2D graphics backend	Skia
Command Line Args	--enable-pinch --window-depth=24 --window-depth=24 --flag-switches-begin --ignore-gpu-blacklist --flag-switches-end

Driver Information

Initialization time	0
In-process GPU	true
Sandboxed	false
GPU0	VENDOR = 0x0000, DEVICE= 0x0000
Optimus	false
AMD switchable	false
Driver vendor	Mesa
Driver version	10.1.3
Driver date	
Pixel shader version	
Vertex shader version	
Max. MSAA samples	
Machine model name	
Machine model version	
GL_VENDOR	Mesa Project
GL_RENDERER	Software Rasterizer
GL_VERSION	2.1 Mesa 10.1.3
GL_EXTENSIONS	
Disabled Extensions	
Window system binding vendor	
Window system binding version	
Window system binding extensions	
Window manager	Openbox
XDG_CURRENT_DES	LXDE
Compositing manager	No
Direct rendering	Yes
Reset notification strategy	0x0000
GPU process crash count	0

Compositor Information

Tile Update Mode	One-copy
Partial Raster	Disabled

GpuMemoryBuffers Status

ATC	Software only
ATCIA	Software only
DXT1	Software only
DXT5	Software only
ETC1	Software only
R_8	Software only
RGBA_4444	Software only
RGBX_8888	Software only
RGBA_8888	Software only
BGRX_8888	Software only
BGRA_8888	Software only
YUV_420	Software only
YUV_420_BIPLANAR	Software only
UYVY_422	Software only

Log Messages

- [8666:8666:0529/164359:ERROR:gl_surface_glx.cc(386)] : GLX 1.3 or later is required.
- [8666:8666:0529/164359:ERROR:gl_surface_x11.cc(62)] : GLSurfaceGLX::InitializeOneOff failed.
- GpuProcessHostUIShim: The GPU process exited normally. Everything is okay.