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Graphics Feature Status

- Canvas: **Hardware accelerated**
- CheckerImaging: **Disabled**
- Flash: **Hardware accelerated**
- Flash Stage3D: **Hardware accelerated**
- Flash Stage3D Baseline profile: **Hardware accelerated**
- Compositing: **Hardware accelerated**
- Multiple Raster Threads: **Enabled**
- Native GpuMemoryBuffers: **Software only. Hardware acceleration disabled**
- Rasterization: **Software only. Hardware acceleration disabled**
- Video Decode: **Unavailable**
- WebGL: **Hardware accelerated**
- WebGL2: **Hardware accelerated**

Driver Bug Workarounds



- `adjust_src_dst_region_for_blitframebuffer`
- `clear_uniforms_before_first_program_use`
- `count_all_in_varyings_packing`
- `decode_encode_srgb_for_generatemipmap`
- `disable_framebuffer_cmaa`
- `disable_post_sub_buffers_for_onscreen_surfaces`
- `disable_software_to_accelerated_canvas_upgrade`
- `dont_remove_invariant_for_fragment_input`
- `force_cube_map_positive_x_allocation`
- `force_int_or_srgb_cube_texture_complete`
- `init_texture_max_anisotropy`
- `regenerate_struct_names`
- `remove_invariant_and_centroid_for_essl3`
- `scalarize_vec_and_mat_constructor_args`

Problems Detected

- Accelerated video decode is unavailable on Linux: [137247](#)
*Disabled Features: **accelerated_video_decode***
- 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***
- Linux AMD drivers incorrectly return initial value of 1 for TEXTURE_MAX_ANISOTROPY: [348237](#)
*Applied Workarounds: **init_texture_max_anisotropy***
- Always rewrite vec/mat constructors to be consistent: [398694](#)
*Applied Workarounds: **scalarize_vec_and_mat_constructor_args***
- Linux AMD drivers handle struct scopes incorrectly: [403957](#)
*Applied Workarounds: **regenerate_struct_names***
- Linux ATI drivers crash on binding incomplete cube map texture to FBO: [518889](#)
*Applied Workarounds: **force_cube_map_positive_x_allocation***
- Use GL_INTEL_framebuffer_CMAA on ChromeOS: [535198](#)
*Applied Workarounds: **disable_framebuffer_cmaa***

- Disable partial swaps on Mesa drivers (detected with GL_VERSION): [339493](#)
Applied Workarounds: [disable_post_sub_buffers_for_onscreen_surfaces](#)
- Decode and encode before generateMipmap for srgb format textures on os except macosx: [634519](#)
Applied Workarounds: [decode_encode_srgb_for_generatemipmap](#)
- adjust src/dst region if blitting pixels outside read framebuffer on Linux AMD: [664740](#)
Applied Workarounds: [adjust_src_dst_region_for_blitframebuffer](#)
- AMD drivers in Linux require invariant qualifier to match between vertex and fragment shaders: [659326](#), [639760](#)
Applied Workarounds: [remove_invariant_and_centroid_for_essl3](#), [dont_remove_invariant_for_fragment_input](#)
- Disable KHR_blend_equation_advanced until cc shaders are updated: [661715](#)
Applied Workarounds: [disable\(GL_KHR_blend_equation_advanced\)](#), [disable\(GL_KHR_blend_equation_advanced_coherent\)](#)
- Decode and Encode before generateMipmap for srgb format textures on Linux AMD: [634519](#)
Applied Workarounds: [decode_encode_srgb_for_generatemipmap](#)
- Software to Accelerated canvas update breaks Linux AMD: [710029](#)
Applied Workarounds: [disable_software_to_accelerated_canvas_upgrade](#)
- Force integer or srgb cube map texture complete on Linux AMD: [712117](#)
Applied Workarounds: [force_int_or_srgb_cube_texture_complete](#)
- Don't expose disjoint_timer_query extensions to WebGL: [808744](#)
- Native GpuMemoryBuffers have been disabled, either via about:flags or command line.
Disabled Features: [native_gpu_memory_buffers](#)
- Checker-imaging has been disabled via finch trial or the command line.
Disabled Features: [checker_imaging](#)

Version Information

Data exported	2018-03-27T08:33:58.194Z
Chrome version	Chrome/65.0.3325.181
Operating system	Linux 4.15.13-1-ARCH
Software rendering list URL	https://chromium.googlesource.com/chromium/src/+abb5172872b726072a6 ◀  ▶
Driver bug list URL	https://chromium.googlesource.com/chromium/src/+abb5172872b726072a6 ◀  ▶
ANGLE commit id	unknown hash
2D graphics backend	Skia/65 8a3e0b31927ae78bc3e9c342b1290a6a64233674-
Command Line	/usr/lib/chromium/chromium --flag-switches-begin --flag-switches-end

Driver Information

Initialization time	74
In-process GPU	false
Passthrough Command Decoder	false
Direct Composition	false
Supports overlays	false
Sandboxed	false
GPU0	VENDOR = 0x1002, DEVICE= 0x67df *ACTIVE*
Optimus	false
Optimus	false
AMD switchable	false
Driver vendor	Mesa

Driver version	17.3.7
Driver date	
Pixel shader version	1.30
Vertex shader version	1.30
Max. MSAA samples	8
Machine model name	
Machine model version	
GL_VENDOR	X.Org
GL_RENDERER	Radeon RX 580 Series (POLARIS10 / DRM 3.23.0 / 4.15.13-1-ARCH, LLVM 6.0.0)
GL_VERSION	3.0 Mesa 17.3.7
GL_EXTENSIONS	GL_AMD_conservative_depth GL_AMD_draw_buffers_blend GL_AMD_performance_monitor GL_AMD_pinned_memory GL_AMD_seamless_cubemap_per_texture GL_AMD_shader_stencil_export GL_AMD_shader_trinary_minmax GL_ANGLE_texture_compression_dxt3 GL_ANGLE_texture_compression_dxt5 GL_APPLE_packed_pixels GL_ARB_ES2_compatibility GL_ARB_ES3_compatibility GL_ARB_arrays_of_arrays GL_ARB_base_instance GL_ARB_bindless_texture GL_ARB_blend_func_extended GL_ARB_buffer_storage GL_ARB_clear_buffer_object GL_ARB_clear_texture GL_ARB_clip_control GL_ARB_color_buffer_float GL_ARB_compressed_texture_pixel_storage GL_ARB_compute_shader GL_ARB_compute_variable_group_size GL_ARB_conditional_render_inverted GL_ARB_conservative_depth GL_ARB_copy_buffer GL_ARB_copy_image GL_ARB_cull_distance GL_ARB_debug_output GL_ARB_depth_buffer_float GL_ARB_depth_clamp GL_ARB_depth_texture GL_ARB_derivative_control GL_ARB_draw_buffers GL_ARB_draw_buffers_blend GL_ARB_draw_elements_base_vertex GL_ARB_draw_instanced GL_ARB_explicit_attrib_location GL_ARB_explicit_uniform_location GL_ARB_fragment_coord_conventions GL_ARB_fragment_program GL_ARB_fragment_program_shadow GL_ARB_fragment_shader GL_ARB_framebuffer_no_attachments GL_ARB_framebuffer_object GL_ARB_framebuffer_sRGB GL_ARB_get_program_binary GL_ARB_get_texture_sub_image GL_ARB_half_float_pixel GL_ARB_half_float_vertex GL_ARB_instanced_arrays GL_ARB_internalformat_query GL_ARB_internalformat_query2 GL_ARB_invalidate_subdata GL_ARB_map_buffer_alignment GL_ARB_map_buffer_range GL_ARB_multi_bind GL_ARB_multisample GL_ARB_multitexture GL_ARB_occlusion_query GL_ARB_occlusion_query2 GL_ARB_pipeline_statistics_query GL_ARB_pixel_buffer_object GL_ARB_point_parameters GL_ARB_point_sprite GL_ARB_polygon_offset_clamp GL_ARB_program_interface_query GL_ARB_provoking_vertex GL_ARB_query_buffer_object GL_ARB_robust_buffer_access_behavior GL_ARB_robustness GL_ARB_sample_shading GL_ARB_sampler_objects GL_ARB_seamless_cube_map GL_ARB_seamless_cubemap_per_texture GL_ARB_separate_shader_objects GL_ARB_shader_atomic_counter_ops GL_ARB_shader_atomic_counters GL_ARB_shader_ballot

GL_ARB_shader_bit_encoding GL_ARB_shader_clock
GL_ARB_shader_draw_parameters GL_ARB_shader_group_vote
GL_ARB_shader_image_load_store GL_ARB_shader_image_size
GL_ARB_shader_objects GL_ARB_shader_precision
GL_ARB_shader_stencil_export GL_ARB_shader_storage_buffer_object
GL_ARB_shader_texture_image_samples GL_ARB_shader_texture_lod
GL_ARB_shading_language_100 GL_ARB_shading_language_420pack
GL_ARB_shading_language_packing GL_ARB_shadow
GL_ARB_sparse_buffer GL_ARB_stencil_texturing GL_ARB_sync
GL_ARB_texture_barrier GL_ARB_texture_border_clamp
GL_ARB_texture_compression GL_ARB_texture_compression_bptc
GL_ARB_texture_compression_rgtc GL_ARB_texture_cube_map
GL_ARB_texture_cube_map_array GL_ARB_texture_env_add
GL_ARB_texture_env_combine GL_ARB_texture_env_crossbar
GL_ARB_texture_env_dot3 GL_ARB_texture_filter_anisotropic
GL_ARB_texture_float GL_ARB_texture_gather
GL_ARB_texture_mirror_clamp_to_edge
GL_ARB_texture_mirrored_repeat GL_ARB_texture_multisample
GL_ARB_texture_non_power_of_two GL_ARB_texture_query_levels
GL_ARB_texture_query_lod GL_ARB_texture_rectangle
GL_ARB_texture_rg GL_ARB_texture_rgb10_a2ui
GL_ARB_texture_stencil8 GL_ARB_texture_storage
GL_ARB_texture_storage_multisample GL_ARB_texture_swizzle
GL_ARB_texture_view GL_ARB_timer_query
GL_ARB_transform_feedback2 GL_ARB_transform_feedback3
GL_ARB_transform_feedback_instanced
GL_ARB_transform_feedback_overflow_query GL_ARB_transpose_matrix
GL_ARB_uniform_buffer_object GL_ARB_vertex_array_bgra
GL_ARB_vertex_array_object GL_ARB_vertex_attrib_binding
GL_ARB_vertex_buffer_object GL_ARB_vertex_program
GL_ARB_vertex_shader GL_ARB_vertex_type_10f_11f_11f_rev
GL_ARB_vertex_type_2_10_10_10_rev GL_ARB_window_pos
GL_ATI_blend_equation_separate GL_ATI_draw_buffers
GL_ATI_fragment_shader GL_ATI_meminfo GL_ATI_separate_stencil
GL_ATI_texture_compression_3dc GL_ATI_texture_env_combine3
GL_ATI_texture_float GL_ATI_texture_mirror_once GL_EXT_abgr
GL_EXT_bgra GL_EXT_blend_color GL_EXT_blend_equation_separate
GL_EXT_blend_func_separate GL_EXT_blend_minmax
GL_EXT_blend_subtract GL_EXT_compiled_vertex_array
GL_EXT_copy_texture GL_EXT_depth_bounds_test
GL_EXT_draw_buffers2 GL_EXT_draw_instanced
GL_EXT_draw_range_elements GL_EXT_fog_coord
GL_EXT_framebuffer_blit GL_EXT_framebuffer_multisample
GL_EXT_framebuffer_multisample_blit_scaled
GL_EXT_framebuffer_object GL_EXT_framebuffer_sRGB
GL_EXT_gpu_program_parameters GL_EXT_memory_object
GL_EXT_memory_object_fd GL_EXT_multi_draw_arrays
GL_EXT_packed_depth_stencil GL_EXT_packed_float
GL_EXT_packed_pixels GL_EXT_pixel_buffer_object
GL_EXT_point_parameters GL_EXT_polygon_offset
GL_EXT_polygon_offset_clamp GL_EXT_provoking_vertex
GL_EXT_rescale_normal GL_EXT_secondary_color
GL_EXT_separate_specular_color GL_EXT_shader_integer_mix
GL_EXT_shadow_funcs GL_EXT_stencil_two_side GL_EXT_stencil_wrap

	GL_EXT_subtexture GL_EXT_texture GL_EXT_texture3D GL_EXT_texture_array GL_EXT_texture_compression_dxt1 GL_EXT_texture_compression_latc GL_EXT_texture_compression_rgtc GL_EXT_texture_compression_s3tc GL_EXT_texture_cube_map GL_EXT_texture_edge_clamp GL_EXT_texture_env_add GL_EXT_texture_env_combine GL_EXT_texture_env_dot3 GL_EXT_texture_filter_anisotropic GL_EXT_texture_integer GL_EXT_texture_lod_bias GL_EXT_texture_mirror_clamp GL_EXT_texture_object GL_EXT_texture_rectangle GL_EXT_texture_sRGB GL_EXT_texture_sRGB_decode GL_EXT_texture_shared_exponent GL_EXT_texture_snorm GL_EXT_texture_swizzle GL_EXT_timer_query GL_EXT_transform_feedback GL_EXT_vertex_array GL_EXT_vertex_array_bgra GL_IBM_multimode_draw_arrays GL_IBM_rasterpos_clip GL_IBM_texture_mirrored_repeat GL_INGR_blend_func_separate GL_KHR_context_flush_control GL_KHR_debug GL_KHR_no_error GL_KHR_robust_buffer_access_behavior GL_KHR_robustness GL_MESA_pack_invert GL_MESA_shader_integer_functions GL_MESA_texture_signed_rgba GL_MESA_window_pos GL_NVX_gpu_memory_info GL_NV_blend_square GL_NV_conditional_render GL_NV_depth_clamp GL_NV_fog_distance GL_NV_light_max_exponent GL_NV_packed_depth_stencil GL_NV_primitive_restart GL_NV_texgen_reflection GL_NV_texture_barrier GL_NV_texture_env_combine4 GL_NV_texture_rectangle GL_NV_vdpau_interop GL_OES_EGL_image GL_OES_read_format GL_S3_s3tc GL_SGIS_generate_mipmap GL_SGIS_texture_border_clamp GL_SGIS_texture_edge_clamp GL_SGIS_texture_lod GL_SUN_multi_draw_arrays
Disabled Extensions	GL_KHR_blend_equation_advanced GL_KHR_blend_equation_advanced_coherent
Disabled WebGL Extensions	EXT_disjoint_timer_query EXT_disjoint_timer_query_webgl2
Window system binding vendor	SGI
Window system binding version	1.4
Window system binding extensions	GLX_ARB_create_context GLX_ARB_create_context_profile GLX_ARB_create_context_robustness GLX_ARB_fbconfig_float GLX_ARB_framebuffer_sRGB GLX_ARB_multisample GLX_EXT_create_context_es_profile GLX_EXT_create_context_es2_profile GLX_EXT_fbconfig_packed_float GLX_EXT_framebuffer_sRGB GLX_EXT_import_context GLX_EXT_libglvnd GLX_EXT_texture_from_pixmap GLX_EXT_visual_info GLX_EXT_visual_rating GLX_MESA_copy_sub_buffer GLX_OML_swap_method GLX_SGI_make_current_read GLX_SGI_swap_control GLX_SGIS_multisample GLX_SGIX_fbconfig GLX_SGIX_pbuffer GLX_SGIX_visual_select_group GLX_INTEL_swap_event
Window manager	bspwm
XDG_CURRENT_DESK	
Compositing manager	Yes

Direct rendering	Yes
Reset notification strategy	0x8261
GPU process crash count	0
System visual ID	33
RGBA visual ID	1223

Compositor Information

Tile Update Mode	One-copy
Partial Raster	Enabled

GpuMemoryBuffers Status

ATC	Software only
ATCIA	Software only
DXT1	Software only
DXT5	Software only
ETC1	Software only
R_8	Software only
R_16	Software only
RG_88	Software only
BGR_565	Software only
RGBA_4444	Software only
RGBX_8888	Software only
RGBA_8888	Software only
BGRX_8888	Software only
BGRX_1010102	Software only
BGRA_8888	Software only
RGBA_F16	Software only
YVU_420	Software only
YUV_420_BIPLANAR	Software only
UYVY_422	Software only

Display(s) Information

Info	Display[1886090588533506] bounds=0,0 2560x1440, workarea=0,0 2560x1440, scale=1, external
Color space information	{primaries:INVALID, transfer:INVALID, matrix:INVALID, range:INVALID}
Bits per color component	8
Bits per pixel	24

Video Acceleration Information

Log Messages

- [5953:5953:0327/103257.131078:ERROR:sandbox_linux.cc(375)] : InitializeSandbox() called with multiple threads in process gpu-process.

