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: Enabled
- Rasterization: Hardware accelerated
- 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
- scalarize_vec_and_mat_constructor_args
- use_virtualized_gl_contexts

Problems Detected

- Accelerated 2d canvas is unstable in Linux at the moment
  Disabled Features: accelerated_2d_canvas
- Accelerated video decode is unavailable on Linux: 137247
  Disabled Features: accelerated_video_decode
- Disable VMware software renderer on older Mesa: 145531, 332596
  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
- MakeCurrent is slow on Linux
  Applied Workarounds: use_virtualized_gl_contexts

Version Information

Data exported	9/13/2015, 5:58:45 PM
Chrome version	Chrome/45.0.2454.85
Operating system	Linux 3.16.0-4-amd64
Software rendering list version	10.9
Driver bug list version	8.19
ANGLE commit id	unknown hash
2D graphics backend	Skia
Command Line	--ppapi-flash-path=/usr/lib/pepperflashplugin-nonfree/libpepflashplayer.so --ppapi-flash-version=18.0.0.233 --flag-

Args	switches-begin --enable-display-list-2d-canvas --enable-experimental-canvas-features --enable-gpu-rasterization --enable-smooth-scrolling --ignore-gpu-blacklist --flag-switches-end

Driver Information

Initialization time	72
Sandboxed	false
GPU0	VENDOR = 0x80ee, DEVICE= 0xbeef
Optimus	false
AMD switchable	false
Driver vendor	Mesa
Driver version	10.3.2
Driver date	
Pixel shader version	1.30
Vertex shader version	1.30
Max. MSAA samples	0
Machine model name	
Machine model version	
GL_VENDOR	VMware, Inc.
GL_RENDERER	Gallium 0.4 on llvmpipe (LLVM 3.5, 128 bits)
GL_VERSION	3.0 Mesa 10.3.2
	GL_ARB_multisample GL_EXT_abgr GL_EXT_bgra GL_EXT_blend_color GL_EXT_blend_minmax GL_EXT_blend_subtract GL_EXT_copy_texture GL_EXT_polygon_offset GL_EXT_subtexture GL_EXT_texture_object GL_EXT_vertex_array GL_EXT_compiled_vertex_array GL_EXT_texture GL_EXT_texture3D GL_IBM_rasterpos_clip GL_ARB_point_parameters GL_EXT_draw_range_elements GL_EXT_packed_pixels GL_EXT_point_parameters GL_EXT_rescale_normal GL_EXT_separate_specular_color GL_EXT_texture_edge_clamp GL_SGIS_generate_mipmap GL_SGIS_texture_border_clamp GL_SGIS_texture_edge_clamp GL_SGIS_texture_lod GL_ARB_framebuffer_sRGB GL_ARB_multitexture GL_EXT_framebuffer_sRGB GL_IBM_multimode_draw_arrays GL_IBM_texture_mirrored_repeat GL_ARB_texture_cube_map GL_ARB_texture_env_add GL_ARB_transpose_matrix GL_EXT_blend_func_separate GL_EXT_fog_coord GL_EXT_multi_draw_arrays GL_EXT_secondary_color GL_EXT_texture_env_add GL_EXT_texture_lod_bias GL_INGR_blend_func_separate GL_NV_blend_square GL_NV_light_max_exponent GL_NV_texgen_reflection GL_NV_texture_env_combine4 GL_SUN_multi_draw_arrays GL_ARB_texture_border_clamp GL_ARB_texture_compression GL_EXT_framebuffer_object GL_EXT_texture_env_combine GL_EXT_texture_env_dot3 GL_MESA_window_pos GL_NV_packed_depth_stencil GL_NV_texture_rectangle GL_ARB_depth_texture

GL_EXTENSIONS	GL_ARB_occlusion_query GL_ARB_shadow GL_ARB_texture_env_combine GL_ARB_texture_env_crossbar GL_ARB_texture_env_dot3 GL_ARB_texture_mirrored_repeat GL_ARB_window_pos GL_EXT_stencil_two_side GL_EXT_texture_cube_map GL_NV_depth_clamp GL_NV_fog_distance GL_APPLE_packed_pixels GL_APPLE_vertex_array_object GL_ARB_draw_buffers GL_ARB_fragment_program GL_ARB_fragment_shader GL_ARB_shader_objects GL_ARB_vertex_program GL_ARB_vertex_shader GL_ATI_draw_buffers GL_ATI_texture_env_combine3 GL_ATI_texture_float GL_EXT_shadow_funcs GL_EXT_stencil_wrap GL_MESA_pack_invert GL_MESA_ycbcr_texture GL_NV_primitive_restart GL_ARB_depth_clamp GL_ARB_fragment_program_shadow GL_ARB_half_float_pixel GL_ARB_occlusion_query2 GL_ARB_point_sprite GL_ARB_shading_language_100 GL_ARB_sync GL_ARB_texture_non_power_of_two GL_ARB_vertex_buffer_object GL_ATI_blend_equation_separate GL_EXT_blend_equation_separate GL_OES_read_format GL_ARB_color_buffer_float GL_ARB_pixel_buffer_object GL_ARB_texture_compression_rgtc GL_ARB_texture_float GL_ARB_texture_rectangle GL_ATI_texture_compression_3dc GL_EXT_packed_float GL_EXT_pixel_buffer_object GL_EXT_texture_compression_rgtc GL_EXT_texture_mirror_clamp GL_EXT_texture_rectangle GL_EXT_texture_sRGB GL_EXT_texture_shared_exponent GL_ARB_framebuffer_object GL_EXT_framebuffer_blit GL_EXT_framebuffer_multisample GL_EXT_packed_depth_stencil GL_ARB_vertex_array_object GL_ATI_separate_stencil GL_ATI_texture_mirror_once GL_EXT_draw_buffers2 GL_EXT_draw_instanced GL_EXT_gpu_program_parameters GL_EXT_texture_array GL_EXT_texture_compression_latc GL_EXT_texture_integer GL_EXT_texture_sRGB_decode GL_EXT_timer_query GL_OES_EGL_image GL_ARB_copy_buffer GL_ARB_depth_buffer_float GL_ARB_draw_instanced GL_ARB_half_float_vertex GL_ARB_instanced_arrays GL_ARB_map_buffer_range GL_ARB_texture_rg GL_ARB_texture_swizzle GL_ARB_vertex_array_bgra GL_EXT_texture_swizzle GL_EXT_vertex_array_bgra GL_NV_conditional_render GL_AMD_conservative_depth GL_AMD_draw_buffers_blend GL_AMD_seamless_cubemap_per_texture GL_ARB_ES2_compatibility GL_ARB_blend_func_extended GL_ARB_debug_output GL_ARB_draw_buffers_blend GL_ARB_draw_elements_base_vertex GL_ARB_explicit_attrib_location GL_ARB_fragment_coord_conventions GL_ARB_provoking_vertex GL_ARB_sampler_objects GL_ARB_seamless_cube_map GL_ARB_shader_texture_lod GL_ARB_texture_multisample GL_ARB_texture_rgb10_a2ui GL_ARB_uniform_buffer_object GL_ARB_vertex_type_2_10_10_10_rev GL_EXT_provoking_vertex GL_EXT_texture_snorm GL_MESA_texture_signed_rgba GL_ARB_get_program_binary GL_ARB_robustness

	GL_ARB_separate_shader_objects GL_ARB_shader_bit_encoding GL_ARB_timer_query GL_ARB_transform_feedback2 GL_ARB_transform_feedback3 GL_ARB_compressed_texture_pixel_storage GL_ARB_conservative_depth GL_ARB_internalformat_query GL_ARB_map_buffer_alignment GL_ARB_shading_language_420pack GL_ARB_shading_language_packing GL_ARB_texture_storage GL_ARB_transform_feedback_instanced GL_EXT_framebuffer_multisample_blit_scaled GL_EXT_transform_feedback GL_AMD_shader_trinary_minmax GL_ARB_ES3_compatibility GL_ARB_clear_buffer_object GL_ARB_explicit_uniform_location GL_ARB_invalidate_subdata GL_ARB_stencil_texturing GL_ARB_texture_query_levels GL_ARB_texture_storage_multisample GL_ARB_vertex_attrib_binding GL_KHR_debug GL_ARB_multi_bind GL_ARB_seamless_cubemap_per_texture GL_ARB_texture_mirror_clamp_to_edge GL_ARB_vertex_type_10f_11f_11f_rev GL_EXT_shader_integer_mix GL_ARB_conditional_render_inverted
Disabled Extensions	
Window system binding vendor	SGI
Window system binding version	1.4
Window system binding extensions	GLX_ARB_multisample GLX_EXT_visual_info GLX_EXT_visual_rating GLX_EXT_import_context GLX_EXT_texture_from_pixmap GLX_OML_swap_method GLX_SGI_make_current_read GLX_SGIS_multisample GLX_SGIX_fbconfig GLX_SGIX_pbuffer GLX_MESA_copy_sub_buffer
Window manager	Openbox
XDG_CURRENT_DE	LXDE
GDMSESSION	lightdm-xsession
Compositing manager	No
Direct rendering	Yes
Reset notification strategy	0x8261
GPU process crash count	0

Log Messages

- [5928:5928:0913/174927:ERROR:sandbox_linux.cc(345)] : InitializeSandbox() called with multiple threads in process gpu-process