

## Troubleshooting Information

This page contains technical information that might be useful when you're trying to solve a problem. If you are looking for answers to common questions about Firefox, check out our [support website](#).

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### Application Basics

<b>Name</b>	Fennec
<b>Version</b>	54.0.1
<b>Build ID</b>	20170628221524
<b>User Agent</b>	Mozilla/5.0 (X11; Linux x86_64; rv:50.0) Gecko/20100101 Firefox/50.0
<b>OS</b>	Linux 24
<b>Enabled Plugins</b>	<a href="#">about:plugins</a>
<b>Build Configuration</b>	<a href="#">about:buildconfig</a>
<b>Memory Use</b>	<a href="#">about:memory</a>
<b>Performance</b>	<a href="#">about:performance</a>
<b>Registered Service Workers</b>	<a href="#">about:serviceworkers</a>
<b>Multiprocess Windows</b>	0/1 (Disabled)
<b>Google Key</b>	Missing
<b>Mozilla Location Service Key</b>	Found
<b>Safe Mode</b>	false

### Crash Reports for the Last 3 Days

Report ID	Submitted
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[All Crash Reports](#)

This application has not been configured to display crash reports.

### Extensions

Name	Version	Enabled	ID
Phony	3.6.2	true	phony@mbrubeck.limpet.net
uBlock Origin	1.13.8	true	uBlock0@raymondhill.net

### Graphics

Features	
<b>Compositing</b>	OpenGL
<b>Asynchronous Pan/Zoom</b>	touch input enabled
<b>WebGL 1 Driver WSI Info</b>	EGL_VENDOR: Qualcomm Inc. EGL_VERSION: 1.4 EGL_EXTENSIONS: EGL_QUALCOMM_shared_image EGL_KHR_image EGL_KHR_image_base EGL_QCOM_create_image EGL_QCOM_gpu_perf EGL_KHR_lock_surface EGL_KHR_lock_surface2 EGL_KHR_lock_surface3 EGL_KHR_fence_sync EGL_KHR_wait_sync EGL_KHR_cl_event EGL_KHR_cl_event2 EGL_KHR_reusable_sync

	EGL_IMG_context_priority EGL_KHR_gl_texture_2D_image EGL_KHR_gl_texture_cubemap_image EGL_KHR_gl_texture_3D_image EGL_KHR_gl_renderbuffer_image EGL_EXT_create_context_robustness EGL_EXT_yuv_surface EGL_ANDROID_blob_cache EGL_KHR_create_context EGL_KHR_gl_colorspace EGL_KHR_surfaceless_context EGL_KHR_create_context_no_error EGL_KHR_get_all_proc_addresses EGL_QCOM_lock_image2 EGL_KHR_partial_update EGL_EXT_protected_content EGL_KHR_mutable_render_buffer EGL_ANDROID_recordable EGL_ANDROID_native_fence_sync EGL_ANDROID_image_native_buffer EGL_ANDROID_framebuffer_target EGL_IMG_image_plane_attribs
<b>WebGL 1 Driver Renderer</b>	Qualcomm -- Adreno (TM) 510
<b>WebGL 1 Driver Version</b>	OpenGL ES 3.2 V@145.0 (GIT@l8e5c908169)
<b>WebGL 1 Driver Extensions</b>	GL_OES_EGL_image GL_OES_EGL_image_external GL_OES_EGL_sync GL_OES_vertex_half_float GL_OES_framebuffer_object GL_OES_rgb8_rgba8 GL_OES_compressed_ETC1_RGB8_texture GL_AMD_compressed_ATC_texture GL_KHR_texture_compression_astc_ldr GL_KHR_texture_compression_astc_hdr GL_OES_texture_compression_astc GL_OES_texture_npot GL_EXT_texture_filter_anisotropic GL_EXT_texture_format_BGRA8888 GL_OES_texture_3D GL_EXT_color_buffer_float GL_EXT_color_buffer_half_float GL_QCOM_alpha_test GL_OES_depth24 GL_OES_packed_depth_stencil GL_OES_depth_texture GL_OES_depth_texture_cube_map GL_EXT_sRGB GL_OES_texture_float GL_OES_texture_float_linear GL_OES_texture_half_float GL_OES_texture_half_float_linear GL_EXT_texture_type_2_10_10_10_REV GL_EXT_texture_sRGB_decode GL_OES_element_index_uint GL_EXT_copy_image GL_EXT_geometry_shader GL_EXT_tessellation_shader GL_OES_texture_stencil8 GL_EXT_shader_io_blocks GL_OES_shader_image_atomic GL_OES_sample_variables GL_EXT_texture_border_clamp

	GL_EXT_multisampled_render_to_texture GL_OES_shader_multisample_interpolation GL_EXT_texture_cube_map_array GL_EXT_draw_buffers_indexed GL_EXT_gpu_shader5 GL_EXT_robustness GL_EXT_texture_buffer GL_EXT_shader_framebuffer_fetch GL_ARM_shader_framebuffer_fetch_depth_stencil GL_OES_texture_storage_multisample_2d_array GL_OES_sample_shading GL_OES_get_program_binary GL_EXT_debug_label GL_KHR_blend_equation_advanced GL_KHR_blend_equation_advanced_coherent GL_QCOM_tiled_rendering GL_ANDROID_extension_pack_es31a GL_EXT_primitive_bounding_box GL_OES_standard_derivatives GL_OES_vertex_array_object GL_EXT_disjoint_timer_query GL_KHR_debug GL_EXT_YUV_target GL_EXT_sRGB_write_control GL_EXT_texture_norm16 GL_EXT_discard_framebuffer GL_OES_surfaceless_context GL_OVR_multiview GL_OVR_multiview2 GL_EXT_texture_sRGB_R8 GL_KHR_no_error GL_EXT_debug_marker GL_OES_EGL_image_external_essl3 GL_OVR_multiview_multisampled_render_to_texture GL_EXT_buffer_storage GL_EXT_blit_framebuffer_params GL_EXT_clip_cull_distance GL_EXT_protected_textures GL_EXT_shader_non_constant_global_initializers
<b>WebGL 1 Extensions</b>	ANGLE_instanced_arrays EXT_blend_minmax EXT_color_buffer_half_float EXT_frag_depth EXT_sRGB EXT_texture_filter_anisotropic EXT_disjoint_timer_query MOZ_debug_get OES_element_index_uint 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_astc WebGL_compressed_texture_atc WebGL_compressed_texture_etc WebGL_compressed_texture_etc1 WebGL_debug_renderer_info WebGL_debug_shaders WebGL_depth_texture WebGL_lose_context MOZ_WEBGL_lose_context MOZ_WEBGL_compressed_texture_atc MOZ_WEBGL_depth_texture
<b>WebGL 2 Driver WSI Info</b>	EGL_VENDOR: Qualcomm Inc. EGL_VERSION: 1.4

	EGL_EXTENSIONS: EGL_QUALCOMM_shared_image EGL_KHR_image EGL_KHR_image_base EGL_QCOM_create_image EGL_QCOM_gpu_perf EGL_KHR_lock_surface EGL_KHR_lock_surface2 EGL_KHR_lock_surface3 EGL_KHR_fence_sync EGL_KHR_wait_sync EGL_KHR_cl_event EGL_KHR_cl_event2 EGL_KHR_reusable_sync EGL_IMG_context_priority EGL_KHR_gl_texture_2D_image EGL_KHR_gl_texture_cubemap_image EGL_KHR_gl_texture_3D_image EGL_KHR_gl_renderbuffer_image EGL_EXT_create_context_robustness EGL_EXT_yuv_surface EGL_ANDROID_blob_cache EGL_KHR_create_context EGL_KHR_gl_colorspace EGL_KHR_surfaceless_context EGL_KHR_create_context_no_error EGL_KHR_get_all_proc_addresses EGL_QCOM_lock_image2 EGL_KHR_partial_update EGL_EXT_protected_content EGL_KHR_mutable_render_buffer EGL_ANDROID_recordable EGL_ANDROID_native_fence_sync EGL_ANDROID_image_native_buffer EGL_ANDROID_framebuffer_target EGL_IMG_image_plane_attribs
<b>WebGL 2 Driver Renderer</b>	Qualcomm -- Adreno (TM) 510
<b>WebGL 2 Driver Version</b>	OpenGL ES 3.2 V@145.0 (GIT@l8e5c908169)
<b>WebGL 2 Driver Extensions</b>	GL_OES_EGL_image GL_OES_EGL_image_external GL_OES_EGL_sync GL_OES_vertex_half_float GL_OES_framebuffer_object GL_OES_rgb8_rgba8 GL_OES_compressed_ETC1_RGB8_texture GL_AMD_compressed_ATC_texture GL_KHR_texture_compression_astc_ldr GL_KHR_texture_compression_astc_hdr GL_OES_texture_compression_astc GL_OES_texture_npot GL_EXT_texture_filter_anisotropic GL_EXT_texture_format_BGRA8888 GL_OES_texture_3D GL_EXT_color_buffer_float GL_EXT_color_buffer_half_float GL_QCOM_alpha_test GL_OES_depth24 GL_OES_packed_depth_stencil GL_OES_depth_texture GL_OES_depth_texture_cube_map GL_EXT_sRGB GL_OES_texture_float GL_OES_texture_float_linear GL_OES_texture_half_float GL_OES_texture_half_float_linear GL_EXT_texture_type_2_10_10_10_REV GL_EXT_texture_sRGB_decode

	GL_OES_element_index_uint GL_EXT_copy_image GL_EXT_geometry_shader GL_EXT_tessellation_shader GL_OES_texture_stencil8 GL_EXT_shader_io_blocks GL_OES_shader_image_atomic GL_OES_sample_variables GL_EXT_texture_border_clamp GL_EXT_multisampled_render_to_texture GL_OES_shader_multisample_interpolation GL_EXT_texture_cube_map_array GL_EXT_draw_buffers_indexed GL_EXT_gpu_shader5 GL_EXT_robustness GL_EXT_texture_buffer GL_EXT_shader_framebuffer_fetch GL_ARM_shader_framebuffer_fetch_depth_stencil GL_OES_texture_storage_multisample_2d_array GL_OES_sample_shading GL_OES_get_program_binary GL_EXT_debug_label GL_KHR_blend_equation_advanced GL_KHR_blend_equation_advanced_coherent GL_QCOM_tiled_rendering GL_ANDROID_extension_pack_es31a GL_EXT_primitive_bounding_box GL_OES_standard_derivatives GL_OES_vertex_array_object GL_EXT_disjoint_timer_query GL_KHR_debug GL_EXT_YUV_target GL_EXT_sRGB_write_control GL_EXT_texture_norm16 GL_EXT_discard_framebuffer GL_OES_surfaceless_context GL_OVR_multiview GL_OVR_multiview2 GL_EXT_texture_sRGB_R8 GL_KHR_no_error GL_EXT_debug_marker GL_OES_EGL_image_external_essl3 GL_OVR_multiview_multisampled_render_to_texture GL_EXT_buffer_storage GL_EXT_blit_framebuffer_params GL_EXT_clip_cull_distance GL_EXT_protected_textures GL_EXT_shader_non_constant_global_initializers
<b>WebGL 2 Extensions</b>	EXT_color_buffer_float EXT_texture_filter_anisotropic EXT_disjoint_timer_query MOZ_debug_get OES_texture_float_linear WEBGL_compressed_texture_astc WEBGL_compressed_texture_atc WEBGL_compressed_texture_etc WEBGL_compressed_texture_etc1 WEBGL_debug_renderer_info WEBGL_debug_shaders WEBGL_lose_context MOZ_WEBGL_lose_context MOZ_WEBGL_compressed_texture_atc

<b>Audio Backend</b>	opensl
<b>GPU #1</b>	
<b>Active</b>	Yes
<b>Description</b>	Model: SM-T813, Product: gts210vewifixx, Manufacturer: samsung, Hardware: qcom, OpenGL: Qualcomm -- Adreno (TM) 510 -- OpenGL ES 3.2 V@145.0 (GIT@l8e5c908169)
<b>Vendor ID</b>	Qualcomm
<b>Device ID</b>	Adreno (TM) 510
<b>Driver Version</b>	OpenGL ES 3.2 V@145.0 (GIT@l8e5c908169)
<b>Diagnostics</b>	
<b>AzureCanvasAccelerated</b>	1
<b>AzureCanvasBackend</b>	skia
<b>AzureContentBackend</b>	skia
<b>AzureFallbackCanvasBackend</b>	none
<b>TileHeight</b>	512
<b>TileWidth</b>	512
<b>Decision Log</b>	
<b>HW_COMPOSITING</b>	force_enabled by user: Force-enabled by pref
<b>OPENGL_COMPOSITING</b>	force_enabled by user: Force-enabled by pref
<b>WEBRENDER</b>	unavailable by runtime: Build doesn't include WebRender

#### Important Modified Preferences

Name	Value
browser.cache.disk.capacity	204800
browser.cache.disk.filesystem_reported	1
browser.cache.disk.smart_size.first_run	false
browser.display.use_document_fonts	0
browser.download.importedFromSqlite	true
browser.search.useDBForOrder	true
browser.startup.homepage_override.metainfo	54.0.1
dom.presentation.device.name	SM-T813
extensions.lastAppVersion	54.0.1
general.useragent.override	Mozilla/5.0 (X11; Linux x86_64; rv:50.0)
general.useragent.update.lastupdated	1501272193147
media.autoplay.enabled	false
media.gmp-gmpopenh264.abi	arm-eabi-gcc3
media.gmp-gmpopenh264.lastUpdate	1495760257
media.gmp-gmpopenh264.version	1.6
media.gmp-manager.buildID	20170628221524
media.gmp-manager.lastCheck	1501553271
media.gmp.storage.version.observed	1

Name	Value
media.peerconnection.ice.no_host	true
media.webrtc.debug.log_file	nspr
network.cookie.prefsMigrated	true
network.dns.disablePrefetch	true
network.http.speculative-parallel-limit	0
network.predictor.cleaned-up	true
network.prefetch-next	false
privacy.donottrackheader.enabled	true
storage.vacuum.last.index	0

#### user.js Preferences

Your profile folder contains a user.js file, which includes preferences that were not created by Firefox.

#### Important Locked Preferences

Name	Value
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#### Places Database

<b>Integrity</b>	Verify Integrity
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#### JavaScript

<b>Incremental GC</b>	true
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#### Accessibility

<b>Activated</b>	false
<b>Prevent Accessibility</b>	0

#### Library Versions

	Expected minimum version	Version in use
NSPR	4.14	4.14
NSS	3.30.2	3.30.2
NSSMIME	3.30.2	3.30.2
NSSSSL	3.30.2	3.30.2
NSSUTIL	3.30.2	3.30.2

#### Experimental Features

Name	ID	Description	Active	End Date	Homepage	Branch
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