

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 web site](#).

Copy raw data to clipboard

Copy text to clipboard

Give Firefox a tune up

Refresh Firefox...

Try Safe Mode

Restart with Add-ons Disabled...

Application Basics

Name	Firefox
Version	57.0.1
Build ID	20171130143849
Update History	Show Update History
User Agent	Mozilla/5.0 (X11; Ubuntu; Linux x86_64; rv:57.0) Gecko/20100101 Firefox/57.0
OS	Linux 3.16.0-38-generic
Profile Directory	Open Directory
Enabled Plugins	about:plugins
Build Configuration	about:buildconfig
Memory Use	about:memory

Performance	about:performance
Registered Service Workers	about:serviceworkers
Multiprocess Windows	1/1 (Enabled by default)
Web Content Processes	1/4
Stylo	true (enabled by default)
Google Key	Found
Mozilla Location Service Key	Missing
Safe Mode	false
Profiles	about:profiles

Crash Reports for the Last 3 Days

Report ID	Submitted
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[All Crash Reports](#)

Firefox Features

Name	Version	ID
Activity Stream	2017.11.07.1100-7f4e3634	activity-stream@mozilla.org
Application Update Service Helper	2.0	aushelper@mozilla.org
Disable Media WMF NV12 format	1.1	disable-media-wmf-nv12@mozilla.org
Firefox Screenshots	19.2.0	screenshots@mozilla.org
Follow-on Search	0.9.6	followonsearch@mozilla.com

Name	Version	ID
Telemetry		
Form Autofill	1.0	formautofill@mozilla.org
Multi-process staged rollout	3.05	e10srollout@mozilla.org
Photon onboarding	1.0	onboarding@mozilla.org
Pocket	1.0.5	firefox@getpocket.com
Shield Recipe Client	76.1	shield-recipe-client@mozilla.org
Web Compat	1.1	webcompat@mozilla.org

Extensions

Name	Version	Enabled	ID
MEGA	3.20.5	true	firefox@mega.co.nz
NordVPN Proxy Extension - Privacy & Security	0.9.15	true	nordvpnproxy@nordvpn.com
uBlock Origin	1.14.20	true	uBlock0@raymondhill.net
Video DownloadHelper	7.0.0	true	{b9db16a4-6edc-47ec-a1f4-b86292ed211d}
Image Picker	1.9.5	false	ImagePicker@topolog.org

Graphics

Features	
Compositing	Basic
Asynchronous Pan/Zoom	wheel input enabled; scrollbar drag enabled;

	keyboard enabled; autoscroll enabled
WebGL 1 Driver WSI Info	<p>GLX 1.4 GLX_VENDOR(client): NVIDIA Corporation GLX_VENDOR(server): NVIDIA Corporation Extensions: GLX_EXT_visual_info GLX_EXT_visual_rating GLX_SGIX_fbconfig GLX_SGIX_pbuffer GLX_SGI_video_sync GLX_SGI_swap_control GLX_EXT_swap_control GLX_EXT_swap_control_tear GLX_EXT_texture_from_pixmap GLX_EXT_buffer_age GLX_ARB_create_context GLX_ARB_create_context_profile GLX_EXT_create_context_es_profile GLX_EXT_create_context_es2_profile GLX_ARB_create_context_robustness GLX_NV_delay_before_swap GLX_EXT_stereo_tree GLX_ARB_multisample GLX_NV_float_buffer GLX_ARB_fbconfig_float GLX_EXT_framebuffer_sRGB GLX_NV_multisample_coverage GLX_ARB_get_proc_address</p>
WebGL 1 Driver Renderer	NVIDIA Corporation -- GeForce 310M/PCIe/SSE2
WebGL 1 Driver Version	3.3.0 NVIDIA 340.102
WebGL 1 Driver Extensions	<p>GL_ARB_arrays_of_arrays GL_ARB_base_instance GL_ARB_blend_func_extended GL_ARB_clear_buffer_object GL_ARB_color_buffer_float GL_ARB_compatibility GL_ARB_compressed_texture_pixel_storage GL_ARB_conservative_depth GL_ARB_copy_buffer GL_ARB_copy_image GL_ARB_debug_output GL_ARB_depth_buffer_float</p>

GL_ARB_depth_clamp GL_ARB_depth_texture
GL_ARB_draw_buffers
GL_ARB_draw_buffers_blend
GL_ARB_draw_elements_base_vertex
GL_ARB_draw_instanced
GL_ARB_enhanced_layouts
GL_ARB_ES2_compatibility
GL_ARB_ES3_compatibility
GL_ARB_explicit_attrib_location
GL_ARB_explicit_uniform_location
GL_ARB_fragment_coord_conventions
GL_ARB_fragment_layer_viewport
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_geometry_shader4
GL_ARB_get_program_binary
GL_ARB_half_float_pixel
GL_ARB_half_float_vertex GL_ARB_imaging
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_pixel_buffer_object
GL_ARB_point_parameters
GL_ARB_point_sprite
GL_ARB_program_interface_query
GL_ARB_provoking_vertex
GL_ARB_robust_buffer_access_behavior

GL_ARB_robustness GL_ARB_sample_shading
GL_ARB_sampler_objects
GL_ARB_seamless_cube_map
GL_ARB_separate_shader_objects
GL_ARB_shader_bit_encoding
GL_ARB_shader_objects
GL_ARB_shader_texture_lod
GL_ARB_shading_language_100
GL_ARB_shading_language_420pack
GL_ARB_shading_language_include
GL_ARB_shading_language_packing
GL_ARB_shadow GL_ARB_stencil_texturing
GL_ARB_sync GL_ARB_texture_border_clamp
GL_ARB_texture_buffer_object
GL_ARB_texture_buffer_range
GL_ARB_texture_compression
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_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_feedback_instanced
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_viewport_array GL_ARB_window_pos
GL_ATI_draw_buffers GL_ATI_texture_float
GL_ATI_texture_mirror_once GL_S3_s3tc
GL_EXT_texture_env_add GL_EXT_abgr
GL_EXT_bgra GL_EXT_bindable_uniform
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_Cg_shader
GL_EXT_depth_bounds_test
GL_EXT_direct_state_access
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_EXTX_framebuffer_mixed_formats
GL_EXT_framebuffer_multisample_blit_scaled
GL_EXT_framebuffer_object
GL_EXT_framebuffer_sRGB
GL_EXT_geometry_shader4
GL_EXT_gpu_program_parameters
GL_EXT_gpu_shader4

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_provoking_vertex
GL_EXT_rescale_normal
GL_EXT_secondary_color
GL_EXT_separate_shader_objects
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_texture3D GL_EXT_texture_array
GL_EXT_texture_buffer_object
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_combine
GL_EXT_texture_env_dot3
GL_EXT_texture_filter_anisotropic
GL_EXT_texture_integer GL_EXT_texture_lod
GL_EXT_texture_lod_bias
GL_EXT_texture_mirror_clamp
GL_EXT_texture_object
GL_EXT_texture_shared_exponent
GL_EXT_texture_sRGB
GL_EXT_texture_sRGB_decode
GL_EXT_texture_storage
GL_EXT_texture_swizzle GL_EXT_timer_query
GL_EXT_transform_feedback2
GL_EXT_vertex_array
GL_EXT_vertex_array_bgra
GL_EXT_x11_sync_object
GL_EXT_import_sync_object

GL_IBM_rasterpos_clip
GL_IBM_texture_mirrored_repeat
GL_KHR_debug GL_KTX_buffer_region
GL_NV_blend_square
GL_NV_conditional_render
GL_NV_copy_depth_to_color
GL_NV_copy_image
GL_NV_depth_buffer_float
GL_NV_depth_clamp
GL_NV_ES1_1_compatibility
GL_NV_explicit_multisample GL_NV_fence
GL_NV_float_buffer GL_NV_fog_distance
GL_NV_fragment_program
GL_NV_fragment_program_option
GL_NV_fragment_program2
GL_NV_framebuffer_multisample_coverage
GL_NV_geometry_shader4
GL_NV_gpu_program4
GL_NV_gpu_program4_1 GL_NV_half_float
GL_NV_light_max_exponent
GL_NV_multisample_coverage
GL_NV_multisample_filter_hint
GL_NV_occlusion_query
GL_NV_packed_depth_stencil
GL_NV_parameter_buffer_object
GL_NV_parameter_buffer_object2
GL_NV_path_rendering
GL_NV_pixel_data_range GL_NV_point_sprite
GL_NV_primitive_restart
GL_NV_register_combiners
GL_NV_register_combiners2
GL_NV_shader_buffer_load
GL_NV_texgen_reflection
GL_NV_texture_barrier
GL_NV_texture_compression_vtc
GL_NV_texture_env_combine4
GL_NV_texture_expand_normal
GL_NV_texture_multisample

	<p>GL_NV_texture_rectangle GL_NV_texture_shader GL_NV_texture_shader2 GL_NV_texture_shader3 GL_NV_transform_feedback GL_NV_transform_feedback2 GL_NV_vdpau_interop GL_NV_vertex_array_range GL_NV_vertex_array_range2 GL_NV_vertex_buffer_unified_memory GL_NV_vertex_program GL_NV_vertex_program1_1 GL_NV_vertex_program2 GL_NV_vertex_program2_option GL_NV_vertex_program3 GL_NVX_conditional_render GL_NVX_gpu_memory_info GL_SGIS_generate_mipmap GL_SGIS_texture_lod GL_SGIX_depth_texture GL_SGIX_shadow GL_SUN_slice_accum</p>
<p>WebGL 1 Extensions</p>	<p>ANGLE_instanced_arrays EXT_blend_minmax EXT_color_buffer_half_float EXT_frag_depth EXT_sRGB EXT_shader_texture_lod EXT_texture_filter_anisotropic EXT_disjoint_timer_query 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_etc WebGL_compressed_texture_s3tc WebGL_compressed_texture_s3tc_srgb WebGL_debug_renderer_info WebGL_debug_shaders</p>

	<p>WEBGL_depth_texture WEBGL_draw_buffers WEBGL_lose_context MOZ_WEBGL_lose_context MOZ_WEBGL_compressed_texture_s3tc MOZ_WEBGL_depth_texture</p>
WebGL 2 Driver WSI Info	<p>GLX 1.4 GLX_VENDOR(client): NVIDIA Corporation GLX_VENDOR(server): NVIDIA Corporation Extensions: GLX_EXT_visual_info GLX_EXT_visual_rating GLX_SGIX_fbconfig GLX_SGIX_pbuffer GLX_SGI_video_sync GLX_SGI_swap_control GLX_EXT_swap_control GLX_EXT_swap_control_tear GLX_EXT_texture_from_pixmap GLX_EXT_buffer_age GLX_ARB_create_context GLX_ARB_create_context_profile GLX_EXT_create_context_es_profile GLX_EXT_create_context_es2_profile GLX_ARB_create_context_robustness GLX_NV_delay_before_swap GLX_EXT_stereo_tree GLX_ARB_multisample GLX_NV_float_buffer GLX_ARB_fbconfig_float GLX_EXT_framebuffer_sRGB GLX_NV_multisample_coverage GLX_ARB_get_proc_address</p>
WebGL 2 Driver Renderer	<p>NVIDIA Corporation -- GeForce 310M/PCIe/SSE2</p>
WebGL 2 Driver Version	<p>3.2.0 NVIDIA 340.102</p>
WebGL 2 Driver Extensions	<p>GL_ARB_arrays_of_arrays GL_ARB_base_instance GL_ARB_blend_func_extended GL_ARB_clear_buffer_object GL_ARB_color_buffer_float GL_ARB_compressed_texture_pixel_storage GL_ARB_conservative_depth</p>

GL_ARB_copy_buffer GL_ARB_copy_image
GL_ARB_debug_output
GL_ARB_depth_buffer_float
GL_ARB_depth_clamp GL_ARB_depth_texture
GL_ARB_draw_buffers
GL_ARB_draw_buffers_blend
GL_ARB_draw_elements_base_vertex
GL_ARB_draw_instanced
GL_ARB_enhanced_layouts
GL_ARB_ES2_compatibility
GL_ARB_ES3_compatibility
GL_ARB_explicit_attrib_location
GL_ARB_explicit_uniform_location
GL_ARB_fragment_coord_conventions
GL_ARB_fragment_layer_viewport
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
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GL_ARB_half_float_vertex GL_ARB_imaging
GL_ARB_instanced_arrays
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GL_ARB_internalformat_query2
GL_ARB_invalidate_subdata
GL_ARB_map_buffer_alignment
GL_ARB_map_buffer_range
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GL_ARB_multitexture
GL_ARB_occlusion_query
GL_ARB_occlusion_query2
GL_ARB_pixel_buffer_object
GL_ARB_point_parameters
GL_ARB_point_sprite

GL_ARB_program_interface_query
GL_ARB_provoking_vertex
GL_ARB_robust_buffer_access_behavior
GL_ARB_robustness GL_ARB_sample_shading
GL_ARB_sampler_objects
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GL_ARB_shader_bit_encoding
GL_ARB_shader_objects
GL_ARB_shader_texture_lod
GL_ARB_shading_language_100
GL_ARB_shading_language_420pack
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GL_ARB_shadow GL_ARB_stencil_texturing
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GL_ARB_texture_mirrored_repeat
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GL_ARB_texture_non_power_of_two
GL_ARB_texture_query_levels
GL_ARB_texture_query_lod
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GL_ARB_texture_rg
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GL_ARB_texture_stencil8
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GL_ARB_texture_swizzle GL_ARB_texture_view
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GL_ARB_transpose_matrix
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GL_ARB_vertex_array_object
GL_ARB_vertex_attrib_binding
GL_ARB_vertex_buffer_object
GL_ARB_vertex_program
GL_ARB_vertex_shader
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GL_ARB_vertex_type_2_10_10_10_rev
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GL_ATI_texture_mirror_once GL_S3_s3tc
GL_EXT_texture_env_add GL_EXT_abgr
GL_EXT_bgra GL_EXT_bindable_uniform
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_Cg_shader
GL_EXT_depth_bounds_test
GL_EXT_direct_state_access
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_EXTX_framebuffer_mixed_formats
GL_EXT_framebuffer_multisample_blit_scaled
GL_EXT_framebuffer_object
GL_EXT_framebuffer_sRGB

GL_EXT_geometry_shader4
GL_EXT_gpu_program_parameters
GL_EXT_gpu_shader4
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_provoking_vertex
GL_EXT_rescale_normal
GL_EXT_secondary_color
GL_EXT_separate_shader_objects
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_texture3D GL_EXT_texture_array
GL_EXT_texture_buffer_object
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_combine
GL_EXT_texture_env_dot3
GL_EXT_texture_filter_anisotropic
GL_EXT_texture_integer GL_EXT_texture_lod
GL_EXT_texture_lod_bias
GL_EXT_texture_mirror_clamp
GL_EXT_texture_object
GL_EXT_texture_shared_exponent
GL_EXT_texture_sRGB
GL_EXT_texture_sRGB_decode
GL_EXT_texture_storage
GL_EXT_texture_swizzle GL_EXT_timer_query
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GL_EXT_vertex_array

GL_EXT_vertex_array_bgra
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GL_IBM_rasterpos_clip
GL_IBM_texture_mirrored_repeat
GL_KHR_debug GL_KTX_buffer_region
GL_NV_blend_square
GL_NV_conditional_render
GL_NV_copy_depth_to_color
GL_NV_copy_image
GL_NV_depth_buffer_float
GL_NV_depth_clamp
GL_NV_ES1_1_compatibility
GL_NV_explicit_multisample GL_NV_fence
GL_NV_float_buffer GL_NV_fog_distance
GL_NV_fragment_program
GL_NV_fragment_program_option
GL_NV_fragment_program2
GL_NV_framebuffer_multisample_coverage
GL_NV_geometry_shader4
GL_NV_gpu_program4
GL_NV_gpu_program4_1 GL_NV_half_float
GL_NV_light_max_exponent
GL_NV_multisample_coverage
GL_NV_multisample_filter_hint
GL_NV_occlusion_query
GL_NV_packed_depth_stencil
GL_NV_parameter_buffer_object
GL_NV_parameter_buffer_object2
GL_NV_path_rendering
GL_NV_pixel_data_range GL_NV_point_sprite
GL_NV_primitive_restart
GL_NV_register_combiners
GL_NV_register_combiners2
GL_NV_shader_buffer_load
GL_NV_texgen_reflection
GL_NV_texture_barrier
GL_NV_texture_compression_vtc

	<p>GL_NV_texture_env_combine4 GL_NV_texture_expand_normal GL_NV_texture_multisample GL_NV_texture_rectangle GL_NV_texture_shader GL_NV_texture_shader2 GL_NV_texture_shader3 GL_NV_transform_feedback GL_NV_transform_feedback2 GL_NV_vdpau_interop GL_NV_vertex_array_range GL_NV_vertex_array_range2 GL_NV_vertex_buffer_unified_memory GL_NV_vertex_program GL_NV_vertex_program1_1 GL_NV_vertex_program2 GL_NV_vertex_program2_option GL_NV_vertex_program3 GL_NVX_conditional_render GL_NVX_gpu_memory_info GL_SGIS_generate_mipmap GL_SGIS_texture_lod GL_SGIX_depth_texture GL_SGIX_shadow GL_SUN_slice_accum</p>
<p>WebGL 2 Extensions</p>	<p>EXT_color_buffer_float EXT_texture_filter_anisotropic EXT_disjoint_timer_query OES_texture_float_linear WEBGL_compressed_texture_etc WEBGL_compressed_texture_s3tc WEBGL_compressed_texture_s3tc_srgb WEBGL_debug_renderer_info WEBGL_debug_shaders WEBGL_lose_context MOZ_WEBGL_lose_context MOZ_WEBGL_compressed_texture_s3tc</p>
<p>GPU #1</p>	
<p>Active</p>	<p>Yes</p>

Description	NVIDIA Corporation -- GeForce 310M/PCIe/SSE2
Vendor ID	NVIDIA Corporation
Device ID	GeForce 310M/PCIe/SSE2
Driver Version	3.3.0 NVIDIA 340.102
Diagnostics	
AzureCanvasAccelerated	0
AzureCanvasBackend	skia
AzureContentBackend	skia
AzureFallbackCanvasBackend	none
CairoUseXRender	0
Decision Log	
HW_COMPOSITING	blocked by default: Acceleration blocked by platform
OPENGL_COMPOSITING	unavailable by default: Hardware compositing is disabled
WEBRENDER	opt-in by default: WebRender is an opt-in feature
	unavailable by runtime: Build doesn't include WebRender

Media

Audio Backend	pulse
Max Channels	2
Preferred Channel Layout	stereo
Preferred Sample Rate	48000

Output Devices					
Name	Group	Vendor	State	Preferred	F
High Definition Audio Controller Digital Stereo (HDMI)	/devices /pci0000:00 /0000:00:01.0 /0000:01:00.1 /sound/card1	NVIDIA Corporation	Unplugged	None	C S S S S F F
Built-in Audio Analogue Stereo	/devices /pci0000:00 /0000:00:1b.0 /sound/card0	Intel Corporation	Enabled	All	C S S S S F F
Input Devices					
Name	Group	Vendor	State	Preferred	F
Monitor of High Definition Audio Controller Digital Stereo (HDMI)	/devices /pci0000:00 /0000:00:01.0 /0000:01:00.1 /sound/card1	NVIDIA Corporation	Enabled	None	C S S S S F F
Monitor of Built-in Audio Analogue Stereo	/devices /pci0000:00 /0000:00:1b.0 /sound/card0	Intel Corporation	Enabled	None	C S S S S F F
Built-in Audio Analogue Stereo	/devices /pci0000:00	Intel Corporation	Enabled	All	C S

	/0000:00:1b.0 /sound/card0				S S S F F
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Important Modified Preferences

Name	Value
accessibility.typeaheadfind.flashBar	0
browser.cache.disk.capacity	358400
browser.cache.disk.filesystem_report	1
browser.cache.disk.smart_size_cache	358400
browser.cache.disk.smart_size.first_run	false
browser.cache.disk.smart_size.use_ol	false
browser.cache.frecency_experiment	1
browser.places.smartBookmarksVers	8
browser.search.suggest.enabled	false
browser.search.useDBForOrder	true
browser.sessionstore.upgradeBackup	20170127092049
browser.startup.homepage	https://www.google.co.uk/?gws_rd=ss
browser.startup.homepage_override	20171130143849
browser.startup.homepage_override	57.0.1
browser.tabs.remote.autostart.2	true
browser.tabs.warnOnClose	false
browser.tabs.warnOnCloseOtherTabs	false
browser.urlbar.autocomplete.enabled	false
browser.urlbar.searchSuggestionsCh	false

Name	Value
browser.urlbar.suggest.bookmark	false
browser.urlbar.suggest.history	false
browser.urlbar.suggest.openpage	false
browser.urlbar.suggest.searches	false
browser.urlbar.userMadeSearchSugg	true
dom.apps.lastUpdate.buildID	20161001001307
dom.apps.lastUpdate.mstone	49.0
dom.apps.reset-permissions	true
dom.event.contextmenu.enabled	false
dom.ipc.processCount.web	4
dom.mozApps.used	true
dom.push.userAgentID	e2f4197eccb34f95bb91578f4e2d4202
extensions.lastAppVersion	57.0.1
font.internaluseonly.changed	false
gfx.crash-guard.glcontext.appVersion	45.0
gfx.crash-guard.glcontext.deviceID	GeForce 310M/PCIe/SSE2
gfx.crash-guard.glcontext.driverVersi	3.3.0 NVIDIA 340.96
gfx.crash-guard.status.glcontext	2
keyword.URL	https://duckduckgo.com/?t=lm&q=
media.autoplay.enabled	false
media.gmp-gmpopenh264.abi	x86_64-gcc3
media.gmp-gmpopenh264.enabled	false
media.gmp-gmpopenh264.lastUpdat	1510269405
media.gmp-gmpopenh264.version	1.7.1
media.gmp-manager.buildID	20171130143849

Name	Value
media.gmp-manager.lastCheck	1512615570
media.gmp.storage.version.observed	1
media.webrtc.debug.aec_log_dir	/tmp
media.webrtc.debug.log_file	/tmp/WebRTC.log
network.auth.allow-subresource-auth	2
network.cookie.cookieBehavior	3
network.cookie.lifetimePolicy	2
network.cookie.prefsMigrated	true
network.dns.disablePrefetch	true
network.http.speculative-parallel-limi	0
network.predictor.cleaned-up	true
network.predictor.enabled	false
network.prefetch-next	false
network.protocol-handler.app.apt	/usr/bin/apturl
network.protocol-handler.app.apt+ht	/usr/bin/apturl
network.protocol-handler.warn-exter	true
network.protocol-handler.warn-exter	true
places.database.lastMaintenance	1512317820
places.history.enabled	false
places.history.expiration.transient_cu	104858
plugin.disable_full_page_plugin_for_ty	application/pdf
plugin.importedState	true
plugins.ctprolout.cohort	early-adopter-ctp
print.print_bgcolor	false
print.print_bgimages	false

Name	Value
print.print_colorspace	default
print.print_downloadfonts	false
print.print_duplex	0
print.print_evenpages	true
print.print_in_color	true
print.print_margin_bottom	0.5
print.print_margin_left	0.5
print.print_margin_right	0.5
print.print_margin_top	0.5
print.print_oddpages	true
print.print_orientation	0
print.print_page_delay	50
print.print_paper_data	0
print.print_paper_height	279.40
print.print_paper_name	na_letter
print.print_paper_size_type	1
print.print_paper_size_unit	1
print.print_paper_width	215.90
print.print_plex_name	default
print.print_resolution_name	default
print.print_scaling	1.00
print.print_shrink_to_fit	false
print.print_to_file	false
print.print_unwriteable_margin_bottom	56
print.print_unwriteable_margin_left	25

Name	Value
print.print_unwriteable_margin_right	25
print.print_unwriteable_margin_top	25
privacy.clearOnShutdown.offlineApps	true
privacy.history.custom	true
privacy.sanitize.migrateClearSavedPw	true
privacy.sanitize.migrateFx3Prefs	true
privacy.sanitize.sanitizeOnShutdown	true
services.sync.declinedEngines	forms,history,prefs,addons,password
services.sync.engine.addons	false
services.sync.engine.bookmarks	false
services.sync.engine.history	false
services.sync.engine.passwords	false
services.sync.engine.prefs	false
services.sync.engine.prefs.modified	false
services.sync.engine.tabs	false
services.sync.lastPing	1512613339
services.sync.lastSync	Thu Dec 07 2017 13:59:40 GMT+0000
services.sync.numClients	4
storage.vacuum.last.index	1
storage.vacuum.last.places.sqlite	1510701519

Important Locked Preferences

Name	Value
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Places Database

Integrity	Verify Integrity
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JavaScript

Incremental GC	true
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Accessibility

Activated	false
Prevent Accessibility	0

Library Versions

	Expected minimum version	Version in use
NSPR	4.17	4.17
NSS	3.33	3.33
NSSMIME	3.33	3.33
NSSSSL	3.33	3.33
NSSUTIL	3.33	3.33

Experimental Features

Name	ID	Description	Active	End Date	Homepage	Branch
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Sandbox

Seccomp-BPF (System Call Filtering)	true
Seccomp Thread Synchronisation	true
User Namespaces	true

Content Process Sandboxing	true
Media Plugin Sandboxing	true
Content Process Sandbox Level	3
Effective Content Process Sandbox Level	3

Rejected System Calls

#	Seconds Ago	PID	TID	Process Type	Syscall	Arguments
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