

WebGL Report

WebGL 1 WebGL 2

✓ This browser supports WebGL 2

Platform:	Linux x86_64
Browser User Agent:	Mozilla/5.0 (X11; Linux x86_64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/59.0.3071.115 Safari/537.36
Context Name:	webgl2
GL Version:	WebGL 2.0 (OpenGL ES 3.0 Chromium)
Shading Language Version:	WebGL GLSL ES 3.00 (OpenGL ES GLSL ES 3.0 Chromium)
Vendor:	WebKit
Renderer:	WebKit WebGL
Unmasked Vendor:	NVIDIA Corporation
Unmasked Renderer:	GeForce GT 520/PCIe/SSE2
Antialiasing:	Available
ANGLE:	No
Major Performance Caveat:	No

Vertex Shader

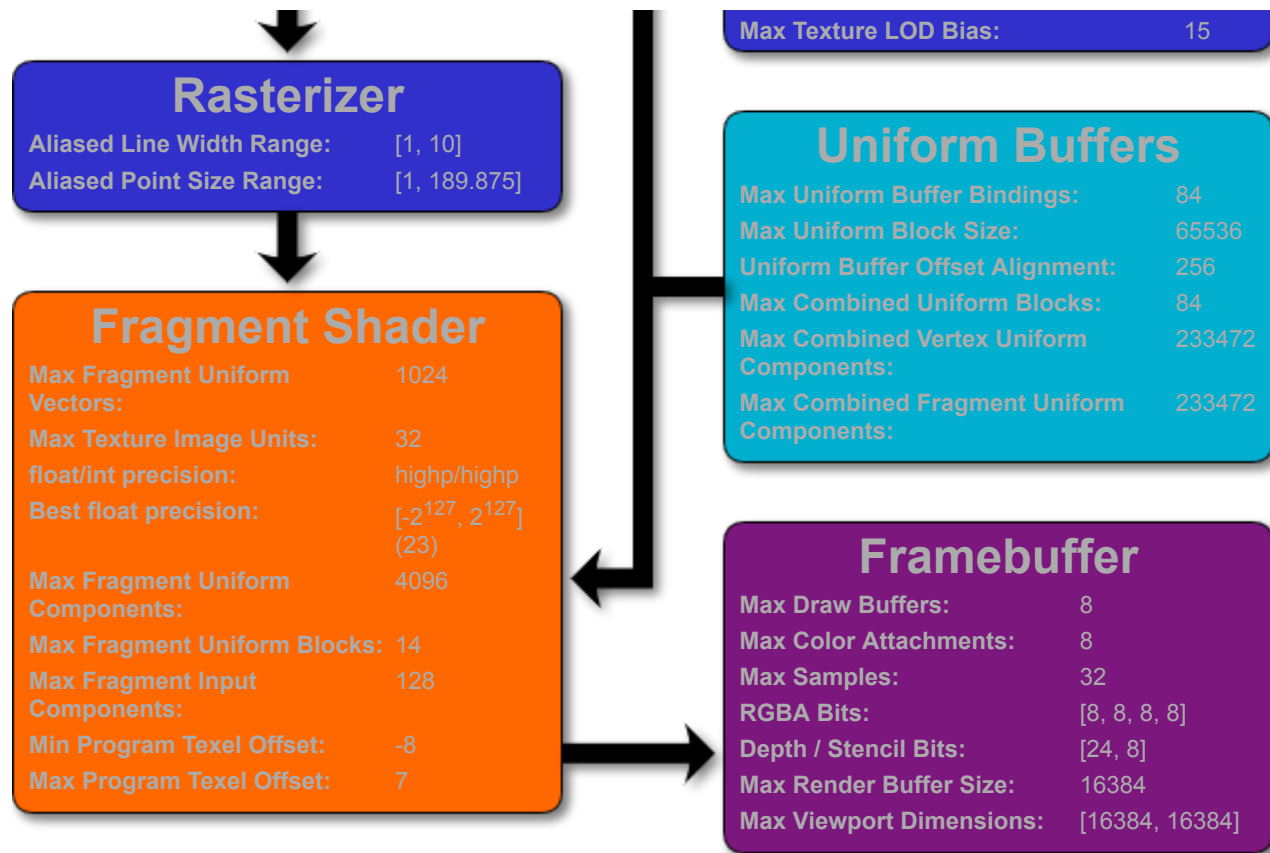
Max Vertex Attributes:	16
Max Vertex Uniform Vectors:	1024
Max Vertex Texture Image Units:	32
Max Varying Vectors:	31
Best float precision:	[-2 ¹²⁷ , 2 ¹²⁷] (23)
Max Vertex Uniform Components:	4096
Max Vertex Uniform Blocks:	14
Max Vertex Output Components:	128
Max Varying Components:	124

Transform Feedback

Max Interleaved Components:	128
Max Separate Attribs:	4
Max Separate Components:	4

Textures

Max Texture Size:	16384
Max Cube Map Texture Size:	16384
Max Combined Texture Image Units:	192
Max Anisotropy:	16
Max 3D Texture Size:	2048
Max Array Texture Layers:	2048

**Supported Extensions:**

```

EXT_color_buffer_float
EXT_disjoint_timer_query_webgl2
EXT_texture_filter_anisotropic
OES_texture_float_linear
WEBGL_compressed_texture_s3tc
WEBGL_debug_renderer_info
WEBGL_debug_shaders
WEBGL_lose_context

```

To see draft extensions in Chrome, browse to `about:flags`, enable the "Enable WebGL Draft Extensions" option, and relaunch.

WebGL 2 Functions Implementation Status:

88 of 88 new functions implemented.

```
copyBufferSubData
getBufferSubData
blitFramebuffer
framebufferTextureLayer
getInternalformatParameter
invalidateFramebuffer
invalidateSubFramebuffer
readBuffer
renderbufferStorageMultisample
texStorage2D
texStorage3D
texImage3D
texSubImage3D
copyTexSubImage3D
compressedTexImage3D
compressedTexSubImage3D
getFragDataLocation
uniform1ui
uniform2ui
uniform3ui
uniform4ui
uniform1uiv
uniform2uiv
uniform3uiv
uniform4uiv
uniformMatrix2x3fv
uniformMatrix3x2fv
uniformMatrix2x4fv
uniformMatrix4x2fv
uniformMatrix3x4fv
uniformMatrix4x3fv
vertexAttribI4i
vertexAttribI4iv
vertexAttribI4ui
vertexAttribI4uiv
vertexAttribIPointer
vertexAttribDivisor
```

drawArraysInstanced
drawElementsInstanced
drawRangeElements
drawBuffers
clearBufferiv
clearBufferuiv
clearBufferfv
clearBufferfi
createQuery
deleteQuery
isQuery
beginQuery
endQuery
getQuery
getQueryParameter
createSampler
deleteSampler
isSampler
bindSampler
samplerParameteri
samplerParameterf
getSamplerParameter
fenceSync
isSync
deleteSync
clientWaitSync
waitSync
getSyncParameter
createTransformFeedback
deleteTransformFeedback
isTransformFeedback
bindTransformFeedback
beginTransformFeedback
endTransformFeedback
transformFeedbackVaryings
getTransformFeedbackVarying
pauseTransformFeedback

```
resumeTransformFeedback  
bindBufferBase  
bindBufferRange  
getIndexedParameter  
getUniformIndices  
getActiveUniforms  
getUniformBlockIndex  
getActiveUniformBlockParameter  
getActiveUniformBlockName  
uniformBlockBinding  
createVertexArray  
deleteVertexArray  
isVertexArray  
bindVertexArray
```