

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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Give Firefox a tune up

[Refresh Firefox...](#)

Try Safe Mode

[Restart with Add-ons
Disabled...](#)

Application Basics

Name	Firefox
Version	62.0.3
Build ID	20181003072153
Update History	Show Update History
User Agent	Mozilla/5.0 (X11; Linux i686; rv:62.0) Gecko/20100101 Firefox/62.0
OS	Linux 4.17.0-3-686-pae
Profile Directory	Open Directory /home/jack/.mozilla/firefox/ab6mpp6q.default-1451273236640-1541091469728
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	5/4
Enterprise Policies	Inactive
Google Key	Found
Mozilla Location Service Key	Found
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	2018.08.22.1219-93becf29	activity-stream@mozilla.org
Application Update Service Helper	2.0	aushelper@mozilla.org
Firefox Screenshots	33.0.0	screenshots@mozilla.org
Form Autofill	1.0	formautofill@mozilla.org
Photon onboarding	1.0	onboarding@mozilla.org
Pocket	1.0.5	firefox@getpocket.com
Web Compat	2.0	webcompat@mozilla.org
WebCompat Reporter	1.0.0	webcompat-reporter@mozilla.org

Extensions

Name	Version	Enabled	ID
Adblock Plus	3.4.1	true	{d10d0bf8-f5b5-c8b4-a8b2-2b9879e08c5d}

Graphics

Features	
Compositing	Basic
Asynchronous Pan/Zoom	wheel input enabled; scrollbar drag enabled; keyboard enabled; autoscroll enabled
WebGL 1 Driver WSI Info	GLX 1.4 GLX_VENDOR(client): NVIDIA Corporation GLX_VENDOR(server): NVIDIA Corporation Extensions: GLX_EXT_visual_info GLX_EXT_visual_rating GLX_EXT_import_context 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_no_error GLX_ARB_create_context_robustness GLX_NV_delay_before_swap GLX_EXT_stereo_tree GLX_ARB_context_flush_control GLX_NV_robustness_video_memory_purge GLX_ARB_multisample GLX_NV_float_buffer GLX_ARB_fbconfig_float GLX_EXT_framebuffer_sRGB GLX_NV_copy_image GLX_ARB_get_proc_address
WebGL 1 Driver Renderer	NVIDIA Corporation -- GeForce GTX 1070/PCIe/SSE2

WebGL 1 Driver Version	4.6.0 NVIDIA 390.77
	GL_AMD_multi_draw_indirect GL_AMD_seamless_cubemap_per_texture GL_AMD_vertex_shader_viewport_index GL_AMD_vertex_shader_layer 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_compatibility GL_ARB_compressed_texture_pixel_storage GL_ARB_conservative_depth GL_ARB_compute_shader GL_ARB_compute_variable_group_size GL_ARB_conditional_render_inverted 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_direct_state_access GL_ARB_draw_buffers GL_ARB_draw_buffers_blend GL_ARB_draw_indirect GL_ARB_draw_elements_base_vertex GL_ARB_draw_instanced GL_ARB_enhanced_layouts GL_ARB_ES2_compatibility GL_ARB_ES3_compatibility GL_ARB_ES3_1_compatibility GL_ARB_ES3_2_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_fragment_shader_interlock GL_ARB_framebuffer_no_attachments GL_ARB_framebuffer_object GL_ARB_framebuffer_sRGB GL_ARB_geometry_shader4 GL_ARB_get_program_binary GL_ARB_get_texture_sub_image GL_ARB_gl_spirv GL_ARB_gpu_shader5 GL_ARB_gpu_shader_fp64 GL_ARB_gpu_shader_int64 GL_ARB_half_float_pixel GL_ARB_half_float_vertex GL_ARB_imaging GL_ARB_indirect_parameters 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_multi_draw_indirect GL_ARB_multisample GL_ARB_multitexture GL_ARB_occlusion_query GL_ARB_occlusion_query2 GL_ARB_parallel_shader_compile 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_post_depth_coverage 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_locations 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_storage_buffer_object GL_ARB_shader_subroutine GL_ARB_shader_texture_image_samples GL_ARB_shader_texture_lod GL_ARB_shading_language_100 GL_ARB_shader_viewport_layer_array
WebGL 1 Driver Extensions	

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GL_ARB_shading_language_420pack
GL_ARB_shading_language_include
GL_ARB_shading_language_packing GL_ARB_shadow
GL_ARB_sparse_buffer GL_ARB_sparse_texture
GL_ARB_sparse_texture2 GL_ARB_sparse_texture_clamp
GL_ARB_spirv_extensions GL_ARB_stencil_texturing GL_ARB_sync
GL_ARB_tessellation_shader GL_ARB_texture_barrier
GL_ARB_texture_border_clamp GL_ARB_texture_buffer_object
GL_ARB_texture_buffer_object_rgb32 GL_ARB_texture_buffer_range
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_filter_minmax 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_64bit 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_polygon_offset_clamp
GL_EXT_post_depth_coverage GL_EXT_provoking_vertex
GL_EXT_raster_multisample GL_EXT_rescale_normal
GL_EXT_secondary_color GL_EXT_separate_shader_objects
GL_EXT_separate_specular_color
GL_EXT_shader_image_load_formatted
GL_EXT_shader_image_load_store GL_EXT_shader_integer_mix
GL_EXT_shadow_funcs GL_EXT_sparse_texture2
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
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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_filter_minmax 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_vertex_attrib_64bit
GL_EXT_window_rectangles GL_EXT_x11_sync_object
GL_EXT_import_sync_object
GL_NV_robustness_video_memory_purge GL_IBM_rasterpos_clip
GL_IBM_texture_mirrored_repeat GL_KHR_context_flush_control
GL_KHR_debug GL_EXT_memory_object GL_EXT_memory_object_fd
GL_KHR_parallel_shader_compile GL_KHR_no_error
GL_KHR_robust_buffer_access_behavior GL_KHR_robustness
GL_EXT_semaphore GL_EXT_semaphore_fd GL_KTX_buffer_region
GL_NV_alpha_to_coverage_dither_control
GL_NV_bindless_multi_draw_indirect
GL_NV_bindless_multi_draw_indirect_count GL_NV_bindless_texture
GL_NV_blend_equation_advanced
GL_NV_blend_equation_advanced_coherent
GL_NVX_blend_equation_advanced_multi_draw_buffers
GL_NV_blend_minmax_factor GL_NV_blend_square
GL_NV_clip_space_w_scaling GL_NV_command_list
GL_NV_compute_program5 GL_NV_conditional_render
GL_NV_conservative_raster GL_NV_conservative_raster_dilate
GL_NV_conservative_raster_pre_snap_triangles
GL_NV_copy_depth_to_color GL_NV_copy_image
GL_NV_depth_buffer_float GL_NV_depth_clamp GL_NV_draw_texture
GL_NV_draw_vulkan_image GL_NV_ES1_1_compatibility
GL_NV_ES3_1_compatibility GL_NV_explicit_multisample
GL_NV_fence GL_NV_fill_rectangle GL_NV_float_buffer
GL_NV_fog_distance GL_NV_fragment_coverage_to_color
GL_NV_fragment_program GL_NV_fragment_program_option
GL_NV_fragment_program2 GL_NV_fragment_shader_interlock
GL_NV_framebuffer_mixed_samples
GL_NV_framebuffer_multisample_coverage GL_NV_geometry_shader4
GL_NV_geometry_shader_passthrough GL_NV_gpu_program4
GL_NV_internalformat_sample_query GL_NV_gpu_program4_1
GL_NV_gpu_program5 GL_NV_gpu_program5_mem_extended
GL_NV_gpu_program_fp64 GL_NV_gpu_shader5 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_path_rendering_shared_edge GL_NV_pixel_data_range
GL_NV_point_sprite GL_NV_primitive_restart GL_NV_query_resource
GL_NV_query_resource_tag GL_NV_register_combiners
GL_NV_register_combiners2 GL_NV_sample_locations
GL_NV_sample_mask_override_coverage
GL_NV_shader_atomic_counters GL_NV_shader_atomic_float
GL_NV_shader_atomic_float64 GL_NV_shader_atomic_fp16_vector
GL_NV_shader_atomic_int64 GL_NV_shader_buffer_load
GL_NV_shader_storage_buffer_object GL_NV_stereo_view_rendering
GL_NV_texgen_reflection GL_NV_texture_barrier
GL_NV_texture_compression_htc GL_NV_texture_env_combine4
GL_NV_texture_multisample GL_NV_texture_rectangle

	GL_NV_texture_rectangle_compressed GL_NV_texture_shader GL_NV_texture_shader2 GL_NV_texture_shader3 GL_NV_transform_feedback GL_NV_transform_feedback2 GL_NV_uniform_buffer_unified_memory GL_NV_vdpau_interop GL_NV_vertex_array_range GL_NV_vertex_array_range2 GL_NV_vertex_attrib_integer_64bit 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_NV_viewport_array2 GL_NV_viewport_swizzle GL_NVX_conditional_render GL_NVX_gpu_memory_info GL_NVX_nvenc_interop GL_NV_shader_thread_group GL_NV_shader_thread_shuffle GL_KHR_blend_equation_advanced GL_KHR_blend_equation_advanced_coherent GL_SGIS_generate_mipmap GL_SGIS_texture_lod GL_SGIX_depth_texture GL_SGIX_shadow GL_SUN_slice_accum
WebGL 1 Extensions	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 WEBGL_depth_texture WEBGL_draw_buffers WEBGL_lose_context
WebGL 2 Driver WSI Info	GLX 1.4 GLX_VENDOR(client): NVIDIA Corporation GLX_VENDOR(server): NVIDIA Corporation Extensions: GLX_EXT_visual_info GLX_EXT_visual_rating GLX_EXT_import_context GLX_SGI_fbconfig GLX_SGI_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_no_error GLX_ARB_create_context_robustness GLX_NV_delay_before_swap GLX_EXT_stereo_tree GLX_ARB_context_flush_control GLX_NV_robustness_video_memory_purge GLX_ARB_multisample GLX_NV_float_buffer GLX_ARB_fbconfig_float GLX_EXT_framebuffer_sRGB GLX_NV_copy_image GLX_ARB_get_proc_address
WebGL 2 Driver Renderer	NVIDIA Corporation -- GeForce GTX 1070/PCIe/SSE2
WebGL 2 Driver Version	3.2.0 NVIDIA 390.77
WebGL 2 Driver Extensions	GL_AMD_multi_draw_indirect GL_AMD_seamless_cubemap_per_texture GL_AMD_vertex_shader_viewport_index GL_AMD_vertex_shader_layer 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_conservative_depth GL_ARB_compute_shader GL_ARB_compute_variable_group_size

GL_ARB_conditional_render_inverted 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_direct_state_access GL_ARB_draw_buffers
GL_ARB_draw_buffers_blend GL_ARB_draw_indirect
GL_ARB_draw_elements_base_vertex GL_ARB_draw_instanced
GL_ARB_enhanced_layouts GL_ARB_ES2_compatibility
GL_ARB_ES3_compatibility GL_ARB_ES3_1_compatibility
GL_ARB_ES3_2_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_fragment_shader_interlock
GL_ARB_framebuffer_no_attachments GL_ARB_framebuffer_object
GL_ARB_framebuffer_sRGB GL_ARB_geometry_shader4
GL_ARB_get_program_binary GL_ARB_get_texture_sub_image
GL_ARB_gl_spirv GL_ARB_gpu_shader5 GL_ARB_gpu_shader_fp64
GL_ARB_gpu_shader_int64 GL_ARB_half_float_pixel
GL_ARB_half_float_vertex GL_ARB_imaging
GL_ARB_indirect_parameters 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_multi_draw_indirect GL_ARB_multisample
GL_ARB_multitexture GL_ARB_occlusion_query
GL_ARB_occlusion_query2 GL_ARB_parallel_shader_compile
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_post_depth_coverage
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_locations 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_storage_buffer_object GL_ARB_shader_subroutine
GL_ARB_shader_texture_image_samples
GL_ARB_shader_texture_lod GL_ARB_shading_language_100
GL_ARB_shader_viewport_layer_array
GL_ARB_shading_language_420pack
GL_ARB_shading_language_include
GL_ARB_shading_language_packing GL_ARB_shadow
GL_ARB_sparse_buffer GL_ARB_sparse_texture
GL_ARB_sparse_texture2 GL_ARB_sparse_texture_clamp
GL_ARB_spirv_extensions GL_ARB_stencil_texturing GL_ARB_sync
GL_ARB_tessellation_shader GL_ARB_texture_barrier
GL_ARB_texture_border_clamp GL_ARB_texture_buffer_object
GL_ARB_texture_buffer_object_rgb32 GL_ARB_texture_buffer_range
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_filter_minmax GL_ARB_texture_float
GL_ARB_texture_gather GL_ARB_texture_mirror_clamp_to_edge
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GL_ARB_texture_non_power_of_two GL_ARB_texture_query_levels
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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_64bit 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_polygon_offset_clamp
GL_EXT_post_depth_coverage GL_EXT_provoking_vertex
GL_EXT_raster_multisample GL_EXT_rescale_normal
GL_EXT_secondary_color GL_EXT_separate_shader_objects
GL_EXT_separate_specular_color
GL_EXT_shader_image_load_formatted
GL_EXT_shader_image_load_store GL_EXT_shader_integer_mix
GL_EXT_shadow_funcs GL_EXT_sparse_texture2
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_rgbc
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_filter_minmax 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_vertex_attrib_64bit
GL_EXT_window_rectangles GL_EXT_x11_sync_object

GL_EXT_import_sync_object
GL_NV_robustness_video_memory_purge GL_IBM_rasterpos_clip
GL_IBM_texture_mirrored_repeat GL_KHR_context_flush_control
GL_KHR_debug GL_EXT_memory_object GL_EXT_memory_object_fd
GL_KHR_parallel_shader_compile GL_KHR_no_error
GL_KHR_robust_buffer_access_behavior GL_KHR_robustness
GL_EXT_semaphore GL_EXT_semaphore_fd GL_KTX_buffer_region
GL_NV_alpha_to_coverage_dither_control
GL_NV_bindless_multi_draw_indirect
GL_NV_bindless_multi_draw_indirect_count GL_NV_bindless_texture
GL_NV_blend_equation_advanced
GL_NV_blend_equation_advanced_coherent
GL_NVX_blend_equation_advanced_multi_draw_buffers
GL_NV_blend_minmax_factor GL_NV_blend_square
GL_NV_clip_space_w_scaling GL_NV_command_list
GL_NV_compute_program5 GL_NV_conditional_render
GL_NV_conservative_raster GL_NV_conservative_raster_dilate
GL_NV_conservative_raster_pre_snap_triangles
GL_NV_copy_depth_to_color GL_NV_copy_image
GL_NV_depth_buffer_float GL_NV_depth_clamp GL_NV_draw_texture
GL_NV_draw_vulkan_image GL_NV_ES1_1_compatibility
GL_NV_ES3_1_compatibility GL_NV_explicit_multisample
GL_NV_fence GL_NV_fill_rectangle GL_NV_float_buffer
GL_NV_fog_distance GL_NV_fragment_coverage_to_color
GL_NV_fragment_program GL_NV_fragment_program_option
GL_NV_fragment_program2 GL_NV_fragment_shader_interlock
GL_NV_framebuffer_mixed_samples
GL_NV_framebuffer_multisample_coverage GL_NV_geometry_shader4
GL_NV_geometry_shader_passthrough GL_NV_gpu_program4
GL_NV_internalformat_sample_query GL_NV_gpu_program4_1
GL_NV_gpu_program5 GL_NV_gpu_program5_mem_extended
GL_NV_gpu_program_fp64 GL_NV_gpu_shader5 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_path_rendering_shared_edge GL_NV_pixel_data_range
GL_NV_point_sprite GL_NV_primitive_restart GL_NV_query_resource
GL_NV_query_resource_tag GL_NV_register_combiners
GL_NV_register_combiners2 GL_NV_sample_locations
GL_NV_sample_mask_override_coverage
GL_NV_shader_atomic_counters GL_NV_shader_atomic_float
GL_NV_shader_atomic_float64 GL_NV_shader_atomic_fp16_vector
GL_NV_shader_atomic_int64 GL_NV_shader_buffer_load
GL_NV_shader_storage_buffer_object GL_NV_stereo_view_rendering
GL_NV_txgen_reflection GL_NV_texture_barrier
GL_NV_texture_compression_htc GL_NV_texture_env_combine4
GL_NV_texture_multisample GL_NV_texture_rectangle
GL_NV_texture_rectangle_compressed GL_NV_texture_shader
GL_NV_texture_shader2 GL_NV_texture_shader3
GL_NV_transform_feedback GL_NV_transform_feedback2
GL_NV_uniform_buffer_unified_memory GL_NV_vpdpau_interop
GL_NV_vertex_array_range GL_NV_vertex_array_range2
GL_NV_vertex_attrib_integer_64bit
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_NV_viewport_array2 GL_NV_viewport_swizzle
GL_NVX_conditional_render GL_NVX_gpu_memory_info
GL_NVX_nvenc_interop GL_NV_shader_thread_group
GL_NV_shader_thread_shuffle GL_KHR_blend_equation_advanced

	GL_KHR_blend_equation_advanced_coherent GL_SGIS_generate_mipmap GL_SGIS_texture_lod GL_SGIX_depth_texture GL_SGIX_shadow GL_SUN_slice_accum
WebGL 2 Extensions	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
GPU #1	
Active	Yes
Description	NVIDIA Corporation -- GeForce GTX 1070/PCIe/SSE2
Vendor ID	NVIDIA Corporation
Device ID	GeForce GTX 1070/PCIe/SSE2
Driver Version	4.6.0 NVIDIA 390.77
Diagnostics	
AzureCanvasAccelerated	0
AzureCanvasBackend	skia
AzureContentBackend	skia
AzureFallbackCanvasBackend	none
CairoUseXRender	0
failures	CP+[GFX1-]: Failed buffer for 0, 0, 2358, 897
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: Hardware compositing is disabled
OMTP	disabled by default: Disabled by default
Failure Log	
(#0)	CP+[GFX1-]: Failed buffer for 0, 0, 2358, 897
(#4)	CP+[GFX1-]: Failed buffer for 0, 0, 2398, 4608
(#5)	CP+[GFX1-]: Failed buffer for 0, 0, 2398, 4608
(#6)	CP+[GFX1-]: Failed buffer for 0, 0, 2398, 4608
(#7)	CP+[GFX1-]: Failed buffer for 0, 0, 2398, 4608
(#8)	CP+[GFX1-]: Failed buffer for 0, 0, 2398, 3059
(#9)	CP+[GFX1-]: Failed buffer for 0, 0, 2398, 3059
(#10)	CP+[GFX1-]: Failed buffer for 0, 0, 2398, 4608
(#11)	CP+[GFX1-]: Failed buffer for 0, 0, 2398, 4608
(#12)	CP+[GFX1-]: Failed buffer for 0, 0, 2398, 4608

(#13)	CP+[GFX1-]: Failed buffer for 0, 0, 2398, 4608
(#14)	CP+[GFX1-]: Failed buffer for 0, 0, 2398, 4608
(#15)	CP+[GFX1-]: Failed buffer for 0, 0, 2398, 4608
(#16)	CP+[GFX1-]: Failed buffer for 0, 0, 2398, 4608
(#17)	CP+[GFX1-]: Failed buffer for 0, 0, 2398, 4608
(#18)	CP+[GFX1-]: Failed buffer for 0, 0, 2398, 3059

Media

Audio Backend	remote								
Max Channels	8								
Preferred Sample Rate	44100								
Output Devices									
Name	Group	Vendor	State	Preferred	Format	Channels	Rate	Latency	
EMU20k2 [Sound Blaster X-Fi Titanium Series] (SB0880 [SoundBlaster X-Fi Titanium PCI-e]) Analog Surround 7.1	/devices/pci0000:00/0000:00:03.0/0000:03:00.0/0000:04:02.0/0000:06:00.0/sound/card0	Creative Labs	Enabled	All	default: S16LE, support: S16LE S16BE F32LE F32BE	8	default: 44100, support: 1 - 384000	0 - 0	
Input Devices									
Name	Group	Vendor	State	Preferred	Format	Channels	Rate	Latency	
Monitor of EMU20k2 [Sound Blaster X-Fi Titanium Series] (SB0880 [SoundBlaster X-Fi Titanium PCI-e]) Analog Surround 7.1	/devices/pci0000:00/0000:00:03.0/0000:03:00.0/0000:04:02.0/0000:06:00.0/sound/card0	Creative Labs	Enabled	All	default: S16LE, support: S16LE S16BE F32LE F32BE	8	default: 44100, support: 1 - 384000	0 - 0	

Important Modified Preferences

Name	Value
accessibility.typeaheadfind.flashBar	0
browser.cache.disk.capacity	1048576
browser.cache.disk.filesystem_reported	1
browser.cache.disk.hashstats_reported	1
browser.cache.disk.smart_size.first_run	false
browser.download.folderList	2
browser.download.useDownloadDir	false
browser.places.smartBookmarksVersion	8
browser.sessionstore.upgradeBackup.latestBuildID	20181003072153

Name	Value
browser.startup.homepage	file:///usr1/jack/tcp-4.17-doc/html/index.html file:///usr/
browser.startup.homepage_override.buildID	20181003072153
browser.startup.homepage_override.mstone	62.0.3
browser.urlbar.placeholderName	Google
dom.push.userAgentID	3fce4d5a62844e9884febc356b47418f
extensions.lastAppVersion	62.0.3
font.internaluseonly.changed	true
media.eme.enabled	true
media.gmp-gmpopenh264.abi	x86-gcc3
media.gmp-gmpopenh264.enabled	true
media.gmp-gmpopenh264.lastUpdate	1541178201
media.gmp-gmpopenh264.version	1.7.1
media.gmp-manager.buildID	20181003072153
media.gmp-manager.lastCheck	1543350879
media.gmp-widevinecdm.abi	x86-gcc3
media.gmp-widevinecdm.lastUpdate	1541091685
media.gmp-widevinecdm.version	1.4.9.1088
media.gmp.storage.version.observed	1
network.cookie.prefsMigrated	true
network.predictor.cleaned-up	true
places.database.lastMaintenance	1542983083
places.history.expiration.transient_current_max_page	112028
plugin.disable_full_page_plugin_for_types	application/pdf
print.print_bgcolor	false
print.print_bgimages	false
print.print_duplex	0
print.print_evenpages	true
print.print_margin_bottom	0.500000012107193
print.print_margin_left	0.500000012107193
print.print_margin_right	0.500000012107193
print.print_margin_top	0.500000012107193
print.print_oddpages	true
print.print_orientation	0
print.print_page_delay	50
print.print_paper_data	0
print.print_paper_height	11.69
print.print_paper_name	iso_a4

Name	Value
print.print_paper_size_unit	0
print.print_paper_width	8.27
print.print_resolution	2400
print.print_scaling	1.00
print.print_shrink_to_fit	true
print.print_to_file	false
print.print_unwriteable_margin_bottom	56
print.print_unwriteable_margin_left	25
print.print_unwriteable_margin_right	25
print.print_unwriteable_margin_top	25
privacy.sanitize.pending	[{"id": "newtab-container", "itemsToClear": [], "options": {}}
privacy.trackingprotection.enabled	true
privacy.trackingprotection.introCount	20
security.sandbox.content.tempDirSuffix	7404ab75-fa16-4e6d-9ab0-ae00a0ea6c23
services.sync.declinedEngines	
signon.importedFromSqlite	true
storage.vacuum.last.index	1
storage.vacuum.last.places.sqlite	1541092863

Important Locked Preferences

Name	Value

Places Database

Integrity	Verify Integrity

JavaScript

Incremental GC	true

Accessibility

Activated	false
Prevent Accessibility	0

Library Versions

	Expected minimum version	Version in use
NSPR	4.20	4.20
NSS	3.39	3.39
NSSMIME	3.39	3.39
NSSSSL	3.39	3.39
NSSUTIL	3.39	3.39

Sandbox

Seccomp-BPF (System Call Filtering)	true
Seccomp Thread Synchronization	true
User Namespaces for privileged processes	true
User Namespaces	false
Content Process Sandboxing	true
Media Plugin Sandboxing	true
Content Process Sandbox Level	4
Effective Content Process Sandbox Level	4

Rejected System Calls

#	Seconds Ago	PID	TID	Process Type	Syscall	Arguments

Internationalization & Localization

Application Settings	
Requested Locales	["en-US-u-va-posix","en-US"]
Available Locales	["en-US"]
App Locales	["en-US","und"]
Regional Preferences	["en-US-u-va-posix"]
Default Locale	"und"
Operating System	
System Locales	["en-US-u-va-posix"]
Regional Preferences	["en-US-u-va-posix"]