

# Informazioni per la risoluzione dei problemi

Questa pagina contiene informazioni tecniche che potrebbero risultare utili per risolvere eventuali problemi. Per le risposte alle domande più comuni a proposito di Firefox, consultare il [sito web dedicato al supporto](#).

Copia i dati non elaborati negli appunti    Copia il testo negli appunti

**Esegui una messa a punto di Firefox**

Ripristina Firefox...

**Prova la modalità provvisoria**

Riavvia disattivando i componenti aggiuntivi...

## Informazioni di base

Nome	Firefox
Versione	66.0.5
ID build	20190508090509
User agent	Mozilla/5.0 (X11; Ubuntu; Linux x86_64; rv:66.0) Gecko/20100101 Firefox/66.0
SO	Linux 4.15.0-50-generic
Cartella del profilo	Apri percorso /home/flavio/.mozilla/firefox/rb0x7y04.default
Plugin attivi	<a href="#">about:plugins</a>
Configurazione build	<a href="#">about:buildconfig</a>
Utilizzo memoria	<a href="#">about:memory</a>
Prestazioni	<a href="#">about:performance</a>
Service worker registrati	<a href="#">about:serviceworkers</a>
Finestre multiprocesso	1/1 Attivato automaticamente
Processi contenuti web	3/4
Criteri a livello aziendale	Disattivati
Google Location Service Key	Disponibile
Google Safebrowsing Key	Disponibile
Chiave per georilevazione di Mozilla	Non presente
Modalità provvisoria	false
Profili	<a href="#">about:profiles</a>

## Segnalazioni di arresto anomalo degli ultimi 3 giorni

ID segnalazione	Inviata
-----------------	---------

[Tutte le segnalazioni](#)

## Caratteristiche di Firefox

Nome	Versione	ID
Baidu Search Update	2.66	baidu-code-update@mozillaonline.com
Firefox Monitor	2.8	fxmonitor@mozilla.org
Firefox Screenshots	35.0.0	screenshots@mozilla.org
Form Autofill	1.0	formautofill@mozilla.org
Web Compat	3.0.2	webcompat@mozilla.org
WebCompat Reporter	1.1.0	webcompat-reporter@mozilla.org

## Estensioni

Nome	Versione	Attiva	ID
Browsec VPN - Free and Unlimited VPN	3.22.5	true	browsec@browsec.com
hotfix-update-xpi-intermediate	1.0.6	true	hotfix-update-xpi-intermediate@mozilla.com
ImTranslator: Traduttore, Dizionario, Voce	15.23	true	{9AA46F4F-4DC7-4c06-97AF-5035170634FE}
Integrazione con GNOME Shell	10.1	true	chrome-gnome-shell@gnome.org
Messenger for Google™ Hangouts	0.1.9	true	jid1-uqbSKwXpf2K6yl@jetpack
Print Friendly & PDF	2.1.0	true	jid0-YQz0l1jthOlz179ehuitYAOdBES@jetpack

Nome	Versione	Attiva	ID
uBlock Origin	1.19.2	true	uBlock0@raymondhill.net
Video DownloadHelper	7.3.5	true	{b9db16a4-6edc-47ec-a1f4-b86292ed211d}

**Grafica**

Caratteristiche	
<b>Composizione</b>	Basic
<b>Panoramica/zoom asincroni (APZ)</b>	input rotella attivo; trascinamento barre di scorrimento attivo; tastiera attiva; scorrimento automatico attivo
<b>Informazioni driver WSI WebGL 1</b>	GLX 1.4 GLX_VENDOR(client): Mesa Project and SGI GLX_VENDOR(server): SGI Extensions: GLX_ARB_create_context GLX_ARB_create_context_profile GLX_ARB_create_context_robustness GLX_ARB_fbconfig_float GLX_ARB_framebuffer_sRGB GLX_ARB_get_proc_address GLX_ARB_multisample GLX_EXT_create_context_es2_profile GLX_EXT_create_context_es_profile GLX_EXT_fbconfig_packed_float GLX_EXT_framebuffer_sRGB GLX_EXT_import_context GLX_EXT_texture_from_pixmap GLX_EXT_visual_info GLX_EXT_visual_rating GLX_INTEL_swap_event GLX_MESA_copy_sub_buffer GLX_MESA_multithread_makecurrent GLX_MESA_query_renderer GLX_MESA_swap_control GLX_OML_swap_method GLX_OML_sync_control GLX_SGIS_multisample GLX_SGIX_fbconfig GLX_SGIX_pbuffer GLX_SGIX_visual_select_group GLX_SGI_make_current_read GLX_SGI_swap_control GLX_SGI_video_sync
<b>Renderer driver WebGL 1</b>	Intel Open Source Technology Center -- Mesa DRI Intel(R) Haswell Mobile
<b>Versione driver WebGL 1</b>	3.0 Mesa 18.0.5
<b>Estensioni driver WebGL 1</b>	GL_3DFX_texture_compression_FXT1 GL_AMD_conservative_depth GL_AMD_draw_buffers_blend GL_AMD_seamless_cubemap_per_texture GL_AMD_shader_trinary_minmax GL_ANGLE_texture_compression_dxt3 GL_ANGLE_texture_compression_dxt5 GL_APPLE_object_purgeable GL_APPLE_packed_pixels GL_ARB_ES2_compatibility GL_ARB_ES3_compatibility GL_ARB_arrays_of_arrays 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_compute_shader GL_ARB_conditional_render_inverted GL_ARB_conservative_depth 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_draw_buffers GL_ARB_draw_buffers_blend GL_ARB_draw_elements_base_vertex GL_ARB_draw_instanced GL_ARB_explicit_attrib_location GL_ARB_explicit_uniform_location GL_ARB_fragment_coord_conventions 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_get_program_binary GL_ARB_get_texture_sub_image GL_ARB_half_float_pixel GL_ARB_half_float_vertex 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_pipeline_statistics_query GL_ARB_pixel_buffer_object GL_ARB_point_parameters GL_ARB_point_sprite GL_ARB_polygon_offset_clamp 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_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_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_texture_image_samples GL_ARB_shader_texture_lod GL_ARB_shading_language_100 GL_ARB_shading_language_420pack GL_ARB_shading_language_packing GL_ARB_shadow GL_ARB_stencil_texturing GL_ARB_sync GL_ARB_texture_barrier GL_ARB_texture_border_clamp 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_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_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_window_pos GL_ATI_blend_equation_separate GL_ATI_draw_buffers GL_ATI_separate_stencil GL_ATI_texture_env_combine3 GL_ATI_texture_float GL_EXT_abgr GL_EXT_bgra 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_copy_texture 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_EXT_framebuffer_multisample_blit_scaled GL_EXT_framebuffer_object GL_EXT_framebuffer_sRGB GL_EXT_gpu_program_parameters 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 GL_EXT_polygon_offset_clamp GL_EXT_provoking_vertex GL_EXT_rescale_normal GL_EXT_secondary_color GL_EXT_separate_specular_color GL_EXT_shader_integer_mix GL_EXT_shader_samples_identical GL_EXT_shadow_funcs GL_EXT_stencil_two_side GL_EXT_stencil_wrap GL_EXT_subtexture GL_EXT_texture GL_EXT_texture3D GL_EXT_texture_array GL_EXT_texture_compression_dxt1 GL_EXT_texture_compression_rgtc GL_EXT_texture_compression_s3tc GL_EXT_texture_cube_map GL_EXT_texture_edge_clamp

	<p>GL_EXT_texture_env_add GL_EXT_texture_env_combine GL_EXT_texture_env_dot3                  GL_EXT_texture_filter_anisotropic GL_EXT_texture_integer GL_EXT_texture_lod_bias                  GL_EXT_texture_object GL_EXT_texture_rectangle GL_EXT_texture_sRGB                  GL_EXT_texture_sRGB_decode GL_EXT_texture_shared_exponent GL_EXT_texture_snorm                  GL_EXT_texture_swizzle GL_EXT_timer_query GL_EXT_transform_feedback GL_EXT_vertex_array                  GL_EXT_vertex_array_bgra GL_IBM_multimode_draw_arrays GL_IBM_rasterpos_clip                  GL_IBM_texture_mirrored_repeat GL_INGR_blend_func_separate GL_INTEL_performance_query                  GL_KHR_blend_equation_advanced GL_KHR_context_flush_control GL_KHR_debug                  GL_KHR_no_error GL_KHR_robust_buffer_access_behavior GL_KHR_robustness                  GL_MESA_pack_invert GL_MESA_shader_integer_functions GL_MESA_texture_signed_rgba                  GL_MESA_window_pos GL_NV_blend_square GL_NV_conditional_render GL_NV_depth_clamp                  GL_NV_light_max_exponent GL_NV_packed_depth_stencil GL_NV_primitive_restart                  GL_NV_texgen_reflection GL_NV_texture_barrier GL_NV_texture_env_combine4                  GL_NV_texture_rectangle GL_OES_EGL_image GL_OES_read_format GL_S3_s3tc                  GL_SGIS_generate_mipmap GL_SGIS_texture_border_clamp GL_SGIS_texture_edge_clamp                  GL_SGIS_texture_lod GL_SUN_multi_draw_arrays</p>
<b>Estensioni WebGL 1</b>	<p>ANGLE_instanced_arrays EXT_blend_minmax EXT_color_buffer_half_float                  EXT_texture_compression_bptc EXT_texture_compression_rgtc 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_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</p>
<b>Informazioni driver WSI WebGL 2</b>	<p>GLX 1.4                  GLX_VENDOR(client): Mesa Project and SGI                  GLX_VENDOR(server): SGI                  Extensions: GLX_ARB_create_context GLX_ARB_create_context_profile                  GLX_ARB_create_context_robustness GLX_ARB_fbconfig_float GLX_ARB_framebuffer_sRGB                  GLX_ARB_get_proc_address GLX_ARB_multisample GLX_EXT_create_context_es2_profile                  GLX_EXT_create_context_es_profile GLX_EXT_fbconfig_packed_float GLX_EXT_framebuffer_sRGB                  GLX_EXT_import_context GLX_EXT_texture_from_pixmap GLX_EXT_visual_info                  GLX_EXT_visual_rating GLX_INTEL_swap_event GLX_MESA_copy_sub_buffer                  GLX_MESA_multithread_makecurrent GLX_MESA_query_renderer GL_MESA_swap_control                  GLX_OML_swap_method GLX_OML_sync_control GLX_SGIS_multisample GLX_SGIX_fbconfig                  GLX_SGIX_pbuffer GLX_SGIX_visual_select_group GLX_SGI_make_current_read                  GLX_SGI_swap_control GLX_SGI_video_sync</p>
<b>Renderer driver WebGL 2</b>	Intel Open Source Technology Center -- Mesa DRI Intel(R) Haswell Mobile
<b>Versione driver WebGL 2</b>	4.5 (Core Profile) Mesa 18.0.5
<b>Estensioni driver WebGL 2</b>	<p>GL_3DFX_texture_compression_FXT1 GL_AMD_conservative_depth GL_AMD_draw_buffers_blend                  GL_AMD_seamless_cubemap_per_texture GL_AMD_shader_trinary_minmax                  GL_AMD_vertex_shader_layer GL_AMD_vertex_shader_viewport_index                  GL_ANGLE_texture_compression_dxt3 GL_ANGLE_texture_compression_dxt5                  GL_APPLE_object_purgeable GL_ARB_ES2_compatibility GL_ARB_ES3_1_compatibility                  GL_ARB_ES3_compatibility GL_ARB_arrays_of_arrays GL_ARB_base_instance                  GL_ARB_blend_func_extended GL_ARB_buffer_storage GL_ARB_clear_buffer_object                  GL_ARB_clear_texture GL_ARB_clip_control GL_ARB_compressed_texture_pixel_storage                  GL_ARB_compute_shader GL_ARB_conditional_render_inverted GL_ARB_conservative_depth                  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_derivative_control                  GL_ARB_direct_state_access GL_ARB_draw_buffers GL_ARB_draw_buffers_blend                  GL_ARB_draw_elements_base_vertex GL_ARB_draw_indirect GL_ARB_draw_instanced                  GL_ARB_enhanced_layouts GL_ARB_explicit_attrib_location GL_ARB_explicit_uniform_location                  GL_ARB_fragment_coord_conventions GL_ARB_fragment_layer_viewport                  GL_ARB_fragment_shader GL_ARB_framebuffer_no_attachments GL_ARB_framebuffer_object                  GL_ARB_framebuffer_sRGB GL_ARB_get_program_binary GL_ARB_get_texture_sub_image                  GL_ARB_gpu_shader5 GL_ARB_gpu_shader_fp64 GL_ARB_half_float_pixel                  GL_ARB_half_float_vertex 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_occlusion_query2 GL_ARB_pipeline_statistics_query                  GL_ARB_pixel_buffer_object GL_ARB_point_sprite GL_ARB_polygon_offset_clamp                  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_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_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_shader_viewport_layer_array GL_ARB_shading_language_420pack                  GL_ARB_shading_language_packing GL_ARB_stencil_texturing GL_ARB_sync                  GL_ARB_tessellation_shader GL_ARB_texture_barrier GL_ARB_texture_buffer_object                  GL_ARB_texture_buffer_object_rgb32 GL_ARB_texture_buffer_range                  GL_ARB_texture_compression_bptc GL_ARB_texture_compression_rgtc                  GL_ARB_texture_cube_map_array GL_ARB_texture_filter_anisotropic GL_ARB_texture_float                  GL_ARB_texture_gather GL_ARB_texture_mirror_clamp_to_edge 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_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_shader                  GL_ARB_vertex_type_10f_11f_11f_rev GL_ARB_vertex_type_2_10_10_10_rev                  GL_ARB_viewport_array GL_ATI_blend_equation_separate GL_ATI_texture_float GL_EXT_abgr                  GL_EXT_blend_equation_separate GL_EXT_draw_buffers2 GL_EXT_draw_instanced                  GL_EXT_framebuffer_blit GL_EXT_framebuffer_multisample                  GL_EXT_framebuffer_multisample_blit_scaled GL_EXT_framebuffer_sRGB                  GL_EXT_packed_depth_stencil GL_EXT_packed_float GL_EXT_pixel_buffer_object                  GL_EXT_polygon_offset_clamp GL_EXT_provoking_vertex GL_EXT_shader_integer_mix                  GL_EXT_shader_samples_identical GL_EXT_texture_array GL_EXT_texture_compression_dxt1</p>

	GL_EXT_texture_compression_rgtc GL_EXT_texture_compression_s3tc GL_EXT_texture_filter_anisotropic GL_EXT_texture_integer GL_EXT_texture_sRGB GL_EXT_texture_sRGB_decode GL_EXT_texture_shared_exponent GL_EXT_texture_snorm GL_EXT_texture_swizzle GL_EXT_timer_query GL_EXT_transform_feedback GL_EXT_vertex_array_bgra GL_IBM_multimode_draw_arrays GL_INTEL_performance_query GL_KHR_blend_equation_advanced GL_KHR_context_flush_control GL_KHR_debug GL_KHR_no_error GL_KHR_robust_buffer_access_behavior GL_KHR_robustness GL_MESA_pack_invert GL_MESA_shader_integer_functions GL_MESA_texture_signed_rgba GL_NV_conditional_render GL_NV_depth_clamp GL_NV_packed_depth_stencil GL_NV_texture_barrier GL_OES_EGL_image GL_S3_s3tc
<b>Estensioni WebGL 2</b>	EXT_color_buffer_float EXT_texture_compression_bptc EXT_texture_compression_rgtc 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
<b>Off Main Thread Painting attivo</b>	true
<b>Conteggio worker Off Main Thread Painting</b>	3
<b>Obiettivo per frequenza fotogrammi</b>	60
<b>GPU #1</b>	
<b>Attivo</b>	Si
<b>Descrizione</b>	Intel Open Source Technology Center -- Mesa DRI Intel(R) Haswell Mobile
<b>ID produttore</b>	Intel Open Source Technology Center
<b>ID dispositivo</b>	Mesa DRI Intel(R) Haswell Mobile
<b>Versione driver</b>	3.0 Mesa 18.0.5
<b>Diagnostica</b>	
<b>AzureCanvasAccelerated</b>	0
<b>AzureCanvasBackend</b>	skia
<b>AzureContentBackend</b>	skia
<b>AzureFallbackCanvasBackend</b>	none
<b>CairoUseXRender</b>	0
<b>Registro decisioni</b>	
<b>HW_COMPOSITING</b>	blocked by default: Acceleration blocked by platform
<b>OPENGL_COMPOSITING</b>	unavailable by default: Hardware compositing is disabled
<b>WEBRENDER</b>	opt-in by default: WebRender is an opt-in feature unavailable by runtime: Hardware compositing is disabled
<b>WEBRENDER_QUALIFIED</b>	blocked by env: No qualified hardware

**Media**

<b>Back-end audio</b>	remote							
<b>Numero massimo di canali</b>	2							
<b>Frequenza di campionamento preferita</b>	44100							
<b>Dispositivi di output</b>								
<b>Nome</b>	<b>Gruppo</b>	<b>Produttore</b>	<b>Stato</b>	<b>Preferito</b>	<b>Formato</b>	<b>Canali</b>	<b>Frequenza</b>	<b>Latenza</b>
Audio interno Digital Stereo (HDMI)	/devices /pci0000:00 /0000:00:03.0 /sound/card0	Intel Corporation	Unplugged	None	default: S16LE, support: S16LE S16BE F32LE F32BE	2	default: 44100, support: 1 - 384000	0 - 0
Audio interno Stereo analogico	/devices /pci0000:00 /0000:00:1b.0 /sound/card1	Intel Corporation	Enabled	All	default: S16LE, support: S16LE S16BE F32LE F32BE	2	default: 44100, support: 1 - 384000	0 - 0
<b>Dispositivi di input</b>								
<b>Nome</b>	<b>Gruppo</b>	<b>Produttore</b>	<b>Stato</b>	<b>Preferito</b>	<b>Formato</b>	<b>Canali</b>	<b>Frequenza</b>	<b>Latenza</b>
Monitor of Audio interno Digital Stereo (HDMI)	/devices /pci0000:00 /0000:00:03.0 /sound/card0	Intel Corporation	Enabled	None	default: S16LE, support: S16LE S16BE F32LE F32BE	2	default: 44100, support: 1 - 384000	0 - 0
Monitor of Audio interno Stereo analogico	/devices /pci0000:00 /0000:00:1b.0 /sound/card1	Intel Corporation	Enabled	None	default: S16LE, support: S16LE S16BE F32LE F32BE	2	default: 44100, support: 1 - 384000	0 - 0
Audio interno Stereo analogico	/devices /pci0000:00 /0000:00:1b.0	Intel Corporation	Enabled	All	default: S16LE, support:	2	default: 44100, support: 1 -	0 - 0

/sound/card1			S16LE S16BE F32LE F32BE	384000
--------------	--	--	----------------------------	--------

**Preferenze importanti modificate**

Nome	Valore
accessibility.typeaheadfind.flashBar	0
browser.cache.disk.capacity	153600
browser.cache.disk.filesystem_reported	1
browser.cache.disk.smart_size.first_run	false
browser.download.useDownloadDir	false
browser.sessionstore.upgradeBackup.latestBuildID	20190508090509
browser.startup.homepage	https://www.google.com/advanced_search
browser.startup.homepage_override.buildID	20190508090509
browser.startup.homepage_override.mstone	66.0.5
browser.tabs.loadInBackground	false
browser.urlbar.placeholderName	Google
browser.urlbar.timesBeforeHidingSuggestionsHint	0
dom.ipc.processCount	4
dom.push.userAgentID	66a9c6d486264779825443ff6f811bf0
extensions.lastAppVersion	66.0.5
font.internaluseonly.changed	true
general.autoScroll	true
layers.acceleration.disabled	true
media.benchmark.vp9.fps	108
media.benchmark.vp9.versioncheck	5
media.eme.enabled	true
media.gmp-gmpopenh264.abi	x86_64-gcc3
media.gmp-gmpopenh264.lastUpdate	1557940699
media.gmp-gmpopenh264.version	1.7.1
media.gmp-manager.buildID	20190508090509
media.gmp-manager.lastCheck	1557940698
media.gmp-widevinecdm.abi	x86_64-gcc3
media.gmp-widevinecdm.lastUpdate	1557158351
media.gmp-widevinecdm.version	4.10.1196.0
media.gmp.storage.version.observed	1
network.dns.disablePrefetch	true
network.http.speculative-parallel-limit	0
network.predictor.cleaned-up	true
network.predictor.enabled	false
network.prefetch-next	false
places.database.lastMaintenance	1557680886
places.history.expiration.transient_current_max_pages	128713
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	0.5
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	11,69
print.print_paper_name	iso_a4
print.print_paper_size_unit	0

Nome	Valore
print.print_paper_width	8,27
print.print_scaling	0,60
print.print_shrink_to_fit	false
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.clearOnShutdown.cookies	false
privacy.clearOnShutdown.downloads	false
privacy.clearOnShutdown.formdata	false
privacy.clearOnShutdown.history	false
privacy.clearOnShutdown.sessions	false
privacy.history.custom	true
privacy.sanitize.pending	[{"id":"shutdown","itemsToClear":["cache"],"options":{}},{"id":"newtab-cor
privacy.sanitize.sanitizeOnShutdown	true
security.sandbox.content.tempDirSuffix	2492706d-1c4c-4918-8474-3563d07523ec
security.sandbox.plugin.tempDirSuffix	063d25eb-6431-4757-8744-be8d7d777d6a
services.sync.declinedEngines	addons,prefs
services.sync.engine.addons	false
services.sync.engine.prefs	false
services.sync.engine.prefs.modified	false
services.sync.lastPing	1557940371
services.sync.lastSync	Wed May 15 2019 21:18:10 GMT+0200 (Ora legale dell'Europa centrale)
signon.importedFromSqlite	true
storage.vacuum.last.index	1
storage.vacuum.last.places.sqlite	1557009937

**Preferenze importanti bloccate**

Nome	Valore
------	--------

**Database Places**

<b>Integrità</b>	Verifica integrità
------------------	--------------------

**JavaScript**

<b>GC incrementale</b>	true
------------------------	------

**Accessibilità**

<b>Attivato</b>	true
<b>Blocca servizi accessibilità</b>	0

**Versioni librerie**

	Versione minima prevista	Versione in uso
NSPR	4.20	4.20
NSS	3.42.1	3.42.1
NSSMIME	3.42.1	3.42.1
NSSSSL	3.42.1	3.42.1
NSSUTIL	3.42.1	3.42.1

**Sandbox**

<b>Seccomp-BPF (filtro chiamate di sistema)</b>	true
<b>Sincronizzazione thread seccomp</b>	true
<b>Namespace dell'utente</b>	true
<b>Sandbox processo per i contenuti</b>	true
<b>Sandbox plugin multimediali</b>	true
<b>Livello sandbox content process</b>	4
<b>Livello effettivo sandbox content process</b>	4

**Chiamate di sistema**

#	Secondi fa	PID	TID	Tipo processo	Syscall	Argomenti
---	------------	-----	-----	---------------	---------	-----------

**Internazionalizzazione e localizzazione**

<b>Impostazioni dell'applicazione</b>	
<b>Lingue richieste</b>	["it-IT"]
<b>Lingue disponibili</b>	["it","en-US"]
<b>Lingue applicazione</b>	["it","und","en-US"]
<b>Impostazioni internazionali</b>	["it-IT"]
<b>Lingua predefinita</b>	"und"
<b>Sistema operativo</b>	
<b>Lingue del sistema</b>	["it-IT"]
<b>Impostazioni internazionali</b>	["it-IT"]