

gfx

gfx-shader-check.build-version	20200720193547	<input type="checkbox"/>	<input type="checkbox"/>
gfx-shader-check.device-id	0x67ef	<input type="checkbox"/>	<input type="checkbox"/>
gfx-shader-check.driver-version	26.20.11015.5009	<input type="checkbox"/>	<input type="checkbox"/>
gfx.allow-texture-direct-mapping	true	<input type="checkbox"/>	
gfx.android.rgb16.force	false	<input type="checkbox"/>	
gfx.apitrace.enabled	false	<input type="checkbox"/>	
gfx.blocklist.all	0	<input type="checkbox"/>	
gfx.canvas.azure.backends	direct2d1.1,skia	<input type="checkbox"/>	
gfx.canvas.max-size	32767	<input type="checkbox"/>	
gfx.canvas.remote	false	<input type="checkbox"/>	
gfx.color_management.display_profile		<input type="checkbox"/>	
gfx.color_management.enablev4	false	<input type="checkbox"/>	
gfx.color_management.mode	2	<input type="checkbox"/>	
gfx.color_management.rendering_intent	0	<input type="checkbox"/>	
gfx.compositor.clearstate	false	<input type="checkbox"/>	
gfx.compositor.gpu-migration	1	<input type="checkbox"/>	
gfx.content.always-paint	false	<input type="checkbox"/>	
gfx.content.azure.backends	direct2d1.1,skia	<input type="checkbox"/>	
gfx.content.skia-font-cache-size	5	<input type="checkbox"/>	
gfx.core-animation.tint-opaque	false	<input type="checkbox"/>	
gfx.crash-guard.status.wmfvpvideo	2	<input type="checkbox"/>	<input type="checkbox"/>
gfx.crash-guard.wmfvpvideo.appVersion	79.0	<input type="checkbox"/>	<input type="checkbox"/>
gfx.crash-guard.wmfvpvideo.deviceID	0x67ef	<input type="checkbox"/>	<input type="checkbox"/>
gfx.crash-guard.wmfvpvideo.driverVersion	26.20.11015.5009	<input type="checkbox"/>	<input type="checkbox"/>
gfx.device-reset.limit	10	<input type="checkbox"/>	
gfx.device-reset.threshold-ms	-1	<input type="checkbox"/>	
gfx.direct2d.destroy-dt-on-paintthread	true	<input type="checkbox"/>	
gfx.direct2d.disabled	false	<input type="checkbox"/>	
gfx.direct2d.force-enabled	false	<input type="checkbox"/>	
gfx.direct3d11.allow-keyed-mutex	true	<input type="checkbox"/>	
gfx.direct3d11.break-on-error	false	<input type="checkbox"/>	
gfx.direct3d11.enable-debug-layer	false	<input type="checkbox"/>	
gfx.direct3d11.reuse-decoder-device	-1	<input type="checkbox"/>	

gfx.direct3d11.sleep-on-create-device	0	<input type="checkbox"/>
gfx.direct3d11.use-double-buffering	false	<input type="checkbox"/>
gfx.downloadable_fonts.disable_cache	false	<input type="checkbox"/>
gfx.downloadable_fonts.enabled	true	<input type="checkbox"/>
gfx.downloadable_fonts.fallback_delay	3000	<input type="checkbox"/>
gfx.downloadable_fonts.fallback_delay_short	100	<input type="checkbox"/>
gfx.downloadable_fonts.keep_color_bitmaps	false	<input type="checkbox"/>
gfx.downloadable_fonts.otl_validation	false	<input type="checkbox"/>
gfx.downloadable_fonts.sanitize_omt	true	<input type="checkbox"/>
gfx.downloadable_fonts.validate_variation_tables	true	<input type="checkbox"/>
gfx.draw-color-bars	false	<input type="checkbox"/>
gfx.e10s.font-list.shared	false	<input type="checkbox"/>
gfx.e10s.hide-plugins-for-scroll	true	<input type="checkbox"/>
gfx.font_loader.delay	120000	<input type="checkbox"/>
gfx.font_loader.interval	1000	<input type="checkbox"/>
gfx.font_rendering.ahem_antialias_none	false	<input type="checkbox"/>
gfx.font_rendering.cleartype_params.cleartype_level	-1	<input type="checkbox"/>
gfx.font_rendering.cleartype_params.enhanced_contrast	-1	<input type="checkbox"/>
gfx.font_rendering.cleartype_params.force_gdi_classic_for_families	Arial,Calibri,Consolas,Courier New,Microsoft Sans Serif,Segoe UI,Tahoma,Trebuchet MS,Verdana	<input type="checkbox"/>
gfx.font_rendering.cleartype_params.force_gdi_classic_max_size	15	<input type="checkbox"/>
gfx.font_rendering.cleartype_params.gamma	-1	<input type="checkbox"/>
gfx.font_rendering.cleartype_params.pixel_structure	-1	<input type="checkbox"/>
gfx.font_rendering.cleartype_params.rendering_mode	-1	<input type="checkbox"/>
gfx.font_rendering.directwrite.use_gdi_table_loading	true	<input type="checkbox"/>
gfx.font_rendering.fallback.always_use_cmaps	false	<input type="checkbox"/>
gfx.font_rendering.graphite.enabled	true	<input type="checkbox"/>
gfx.font_rendering.opentype_svg.enabled	true	<input type="checkbox"/>

gfx.font_rendering.wordcache.charlimit	32	<input type="text"/>
gfx.font_rendering.wordcache.maxentries	10000	<input type="text"/>
gfx.layerscope.enabled	false	<input type="checkbox"/>
gfx.layerscope.port	23456	<input type="text"/>
gfx.logging.crash.length	16	<input type="text"/>
gfx.logging.level	1	<input type="text"/>
gfx.logging.painted-pixel-count.enabled	false	<input type="checkbox"/>
gfx.logging.peak-texture-usage.enabled	false	<input type="checkbox"/>
gfx.logging.slow-frames.enabled	false	<input type="checkbox"/>
gfx.logging.texture-usage.enabled	false	<input type="checkbox"/>
gfx.max-alloc-size	500000000	<input type="text"/>
gfx.max-texture-size	32767	<input type="text"/>
gfx.missing_fonts.notify	false	<input type="checkbox"/>
gfx.offscreencanvas.enabled	false	<input type="checkbox"/>
gfx.omta.background-color	true	<input type="checkbox"/>
gfx.partialpresent.force	0	<input type="text"/>
gfx.perf-warnings.enabled	false	<input type="checkbox"/>
gfx.testing.device-fail	false	<input type="checkbox"/>
gfx.testing.device-reset	0	<input type="text"/>
gfx.text.disable-aa	false	<input type="checkbox"/>
gfx.text.subpixel-position.force-disabled	false	<input type="checkbox"/>
gfx.text.subpixel-position.force-enabled	false	<input type="checkbox"/>
gfx.use-glx-texture-from-pixmap	false	<input type="checkbox"/>
gfx.use-iosurface-textures	false	<input type="checkbox"/>
gfx.use-mutex-on-present	false	<input type="checkbox"/>
gfx.use-surfacemap-textures	false	<input type="checkbox"/>
gfx.use_text_smoothing_setting	false	<input type="checkbox"/>
gfx.vr.osvr.clientKitLibPath		<input type="text"/>
gfx.vr.osvr.clientLibPath		<input type="text"/>
gfx.vr.osvr.commonLibPath		<input type="text"/>
gfx.vr.osvr.utilLibPath		<input type="text"/>
gfx.vsync.collect-scroll-transforms	false	<input type="checkbox"/>
gfx.vsync.compositor.unobserve-count	10	<input type="text"/>
gfx.vsync.force-disable-waitforvblank	false	<input type="checkbox"/>
gfx.webrender.all	false	<input type="checkbox"/>
gfx.webrender.batching.lookback	10	<input type="text"/>

gfx.webrender.blob-images	true	<input type="checkbox"/>
gfx.webrender.blob.paint-flashing	false	<input type="checkbox"/>
gfx.webrender.compositor	true	<input type="checkbox"/>
gfx.webrender.compositor.force-enabled	false	<input type="checkbox"/>
gfx.webrender.compositor.max_update_rects	1	<input type="checkbox"/>
gfx.webrender.compositor.surface-pool-size	25	<input type="checkbox"/>
gfx.webrender.dcomp-win.enabled	true	<input type="checkbox"/>
gfx.webrender.debug.alpha-primitives	false	<input type="checkbox"/>
gfx.webrender.debug.compact-profiler	false	<input type="checkbox"/>
gfx.webrender.debug.dcomp-counter	false	<input type="checkbox"/>
gfx.webrender.debug.dcomp-redraw-regions	false	<input type="checkbox"/>
gfx.webrender.debug.disable-batching	false	<input type="checkbox"/>
gfx.webrender.debug.disable-raster-root-scale	false	<input type="checkbox"/>
gfx.webrender.debug.echo-driver-messages	false	<input type="checkbox"/>
gfx.webrender.debug.epochs	false	<input type="checkbox"/>
gfx.webrender.debug.glyph-flashing	false	<input type="checkbox"/>
gfx.webrender.debug.gpu-cache	false	<input type="checkbox"/>
gfx.webrender.debug.gpu-sample-queries	false	<input type="checkbox"/>
gfx.webrender.debug.gpu-time-queries	false	<input type="checkbox"/>
gfx.webrender.debug.new-frame-indicator	false	<input type="checkbox"/>
gfx.webrender.debug.new-scene-indicator	false	<input type="checkbox"/>
gfx.webrender.debug.obscure-images	false	<input type="checkbox"/>
gfx.webrender.debug.picture-caching	false	<input type="checkbox"/>
gfx.webrender.debug.primitives	false	<input type="checkbox"/>
gfx.webrender.debug.profiler	false	<input type="checkbox"/>
gfx.webrender.debug.render-targets	false	<input type="checkbox"/>
gfx.webrender.debug.show-overdraw	false	<input type="checkbox"/>
gfx.webrender.debug.slow-frame-indicator	false	<input type="checkbox"/>
gfx.webrender.debug.small-screen	false	<input type="checkbox"/>
gfx.webrender.debug.smart-profiler	false	<input type="checkbox"/>
gfx.webrender.debug.texture-cache	false	<input type="checkbox"/>

gfx.webrender.debug.texture-cache-clear-evicted	true	<input type="checkbox"/>
gfx.webrender.debug.tile-cache-logging	false	<input type="checkbox"/>
gfx.webrender.dl.dump-content	false	<input type="checkbox"/>
gfx.webrender.dl.dump-content-serialized	false	<input type="checkbox"/>
gfx.webrender.dl.dump-parent	false	<input type="checkbox"/>
gfx.webrender.enable-capture	false	<input type="checkbox"/>
gfx.webrender.enable-gpu-markers	false	<input type="checkbox"/>
gfx.webrender.enable-item-cache	true	<input type="checkbox"/>
gfx.webrender.enable-low-priority-pool	true	<input type="checkbox"/>
gfx.webrender.enable-multithreading	true	<input type="checkbox"/>
gfx.webrender.enabled	false	<input type="checkbox"/>
gfx.webrender.flip-sequential	false	<input type="checkbox"/>
gfx.webrender.force-angle	true	<input type="checkbox"/>
gfx.webrender.force-disabled	false	<input type="checkbox"/>
gfx.webrender.gl-debug-message-critical-note	false	<input type="checkbox"/>
gfx.webrender.gl-debug-message-print	false	<input type="checkbox"/>
gfx.webrender.highlight-painted-layers	false	<input type="checkbox"/>
gfx.webrender.late-scenebuild-threshold	4	<input type="checkbox"/>
gfx.webrender.max-filter-ops-per-chain	64	<input type="checkbox"/>
gfx.webrender.max-partial-present-rects	1	<input type="checkbox"/>
gfx.webrender.picture-caching	true	<input type="checkbox"/>
gfx.webrender.precache-shaders	false	<input type="checkbox"/>
gfx.webrender.program-binary-disk	true	<input type="checkbox"/>
gfx.webrender.quality.force-subpixel-aa-where-possible	false	<input type="checkbox"/>
gfx.webrender.triple-buffering.enabled	true	<input type="checkbox"/>
gfx.webrender.use-optimized-shaders	true	<input type="checkbox"/>
gfx.work-around-driver-bugs	true	<input type="checkbox"/>
gfx.ycbr.accurate-conversion	false	<input type="checkbox"/>
layers.amd-switchable-gfx.enabled	true	<input type="checkbox"/>
services.blocklist.gfx.checked	1597919110	<input type="checkbox"/>
services.blocklist.gfx.collection	gfx	<input type="checkbox"/>
services.blocklist.gfx.signer	remote-settings.content-signature.mozilla.org	<input type="checkbox"/>
gfx	<input checked="" type="radio"/> Boolean <input type="radio"/> Number <input type="radio"/> String	<input type="checkbox"/>