



WebGL 1 WebGL 2

✓ This browser supports WebGL 2

Platform:	Win32
Browser User Agent:	Mozilla/5.0 (Windows NT 10.0; Win64; x64) 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:	Google Inc.
Unmasked Renderer:	ANGLE (Intel(R) HD Graphics 620 Direct3D11 vs_5_0 ps_5_0)
Antialiasing:	Available
ANGLE:	Yes, D3D11
Major Performance Caveat:	No

Vertex Shader

Max Vertex Attributes:	16
Max Vertex Uniform Vectors:	4096
Max Vertex Texture Image Units:	16
Max Varying Vectors:	30
Best float precision:	$[-2^{127}, 2^{127}]$ (23)
Max Vertex Uniform Components:	16384
Max Vertex Uniform Blocks:	12
Max Vertex Output Components:	120
Max Varying Components:	120

Transform Feedback

Max Interleaved Components:	120
Max Separate Attribs:	4
Max Separate Components:	30

Textures

Max Texture Size:	16384
Max Cube Map Texture Size:	16384
Max Combined Texture Image Units:	32
Max Anisotropy:	16
Max 3D Texture Size:	2048
Max Array Texture Layers:	2048
Max Texture LOD Bias:	2

Rasterizer

Aliased Line Width Range:	[1, 1]
Aliased Point Size Range:	[1, 1024]

Fragment Shader

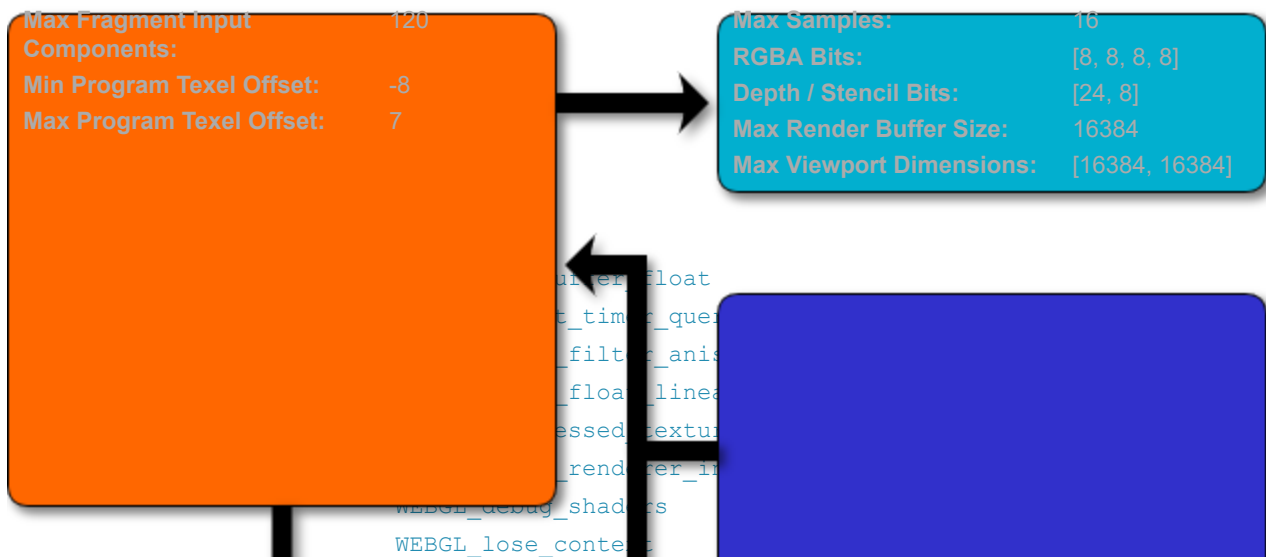
Max Fragment Uniform Vectors:	1024
Max Texture Image Units:	16
float/int precision:	highp/highp
Best float precision:	$[-2^{127}, 2^{127}]$ (23)
Max Fragment Uniform Components:	4096
Max Fragment Uniform Blocks:	12

Uniform Buffers

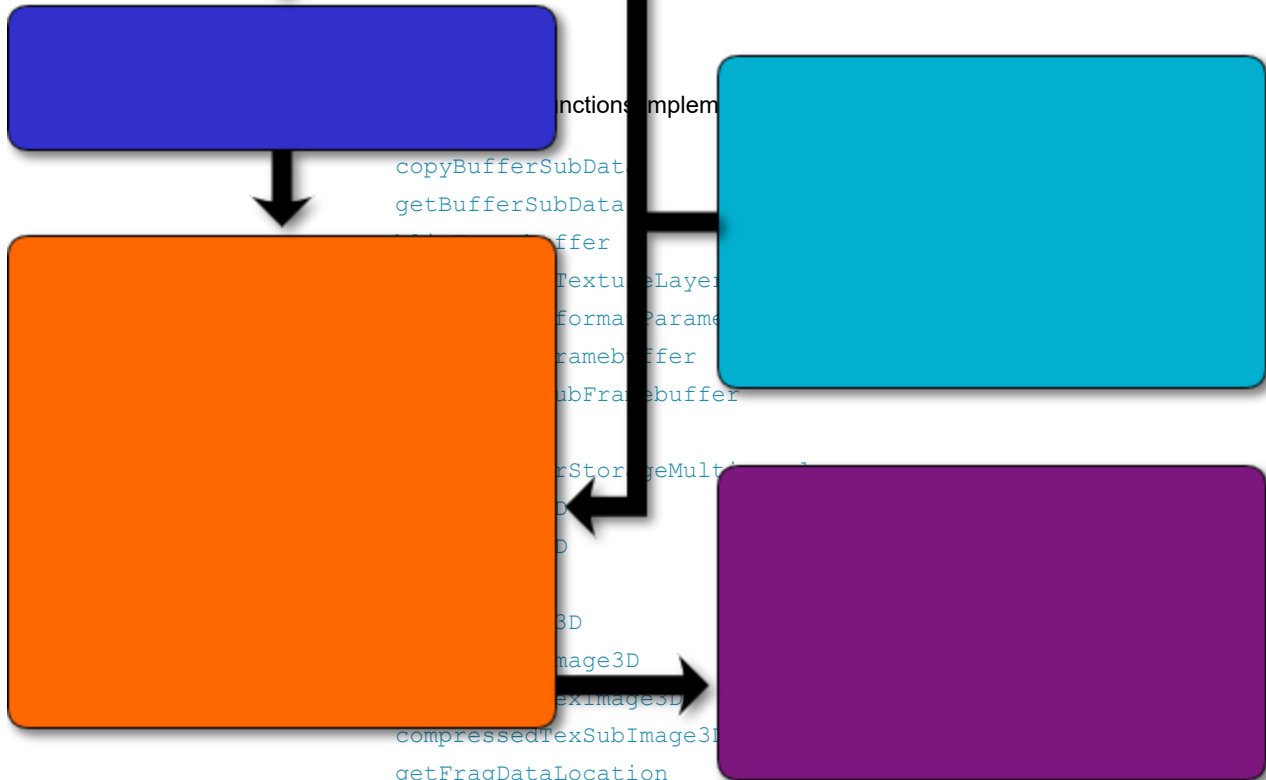
Max Uniform Buffer Bindings:	24
Max Uniform Block Size:	65536
Uniform Buffer Offset Alignment:	256
Max Combined Uniform Blocks:	32
Max Combined Vertex Uniform Components:	212992
Max Combined Fragment Uniform Components:	200704

Framebuffer

Max Draw Buffers:	8
Max Color Attachments:	8



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



```
compressedTexSubImage3i
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
```