Graphics Feature Status

- Canvas: Software only, hardware acceleration unavailable
- Flash: Software only, hardware acceleration unavailable
- Flash Stage3D: Software only, hardware acceleration unavailable
- Flash Stage3D Baseline profile: Software only, hardware acceleration unavailable
- Compositing: Software only, hardware acceleration unavailable
- Multiple Raster Threads: Unavailable
- Rasterization: Software only. Hardware acceleration disabled
- Video Decode: Software only, hardware acceleration unavailable
- Video Encode: Software only, hardware acceleration unavailable
- WebGL: Unavailable

Driver Bug Workarounds

- clear_uniforms_before_first_program_use
- disable_d3d11
- disable_msaa_on_non_webgl_contexts
- exit_on_context_lost
- force_cube_complete
- scalarize_vec_and_mat_constructor_args
- texsubimage_faster_than_teximage

Problems Detected

- GPU process was unable to boot: Features are disabled upon full but not preliminary GPU info.
  Disabled Features: all
- Accelerated video decode interferes with GPU sandbox on older Intel drivers: 180695, 298968, 436968
  Disabled Features: accelerated_video_decode
- Some drivers are unable to reset the D3D device in the GPU process sandbox
  Applied Workarounds: exit_on_context_lost
- TexSubImage is faster for full uploads on ANGLE
  Applied Workarounds: texsubimage_faster_than_teximage
- Clear uniforms before first program use on all platforms: 124764, 349137
  Applied Workarounds: clear_uniforms_before_first_program_use
- Always rewrite vec/mat constructors to be consistent: 398694
  Applied Workarounds: scalarize_vec_and_mat_constructor_args
- Old Intel drivers cannot reliably support D3D11: 363721
  Applied Workarounds: disable_d3d11
- ANGLE crash on glReadPixels from incomplete cube map texture: 518889
  Applied Workarounds: force_cube_complete
- On Intel GPUs MSAA performance is not acceptable for GPU rasterization: 527565
  Applied Workarounds: disable_msaa_on_non_webgl_contexts
- Accelerated rasterization has been disabled, either via about:flags or command line.
  Disabled Features: rasterization

GpuMemoryBuffer Status

ATC	Software only
ATCIA	Software only

DXT1	Software only
DXT5	Software only
ETC1	Software only
R_8	Software only
RGBA_4444	Software only
RGBX_8888	Software only
RGBA_8888	Software only
BGRX_8888	Software only
BGRA_8888	Software only
YUV_420	Software only
YUV_420_BIPLANAR	Software only
UYVY_422	Software only

Version Information

Data exported	12/17/2015, 5:10:51 PM
Chrome version	Chrome/49.0.2587.0
Operating system	Windows NT 6.1 SP1
Software rendering list version	10.16
Driver bug list version	8.36
ANGLE commit id	adf825b3ece8
2D graphics backend	Skia
Command Line Args	--flag-switches-begin --flag-switches-end

Driver Information

Initialization time	27
In-process GPU	false
Sandboxed	true
GPU0	VENDOR = 0x8086, DEVICE= 0x0116
Optimus	true
AMD switchable	false
Desktop compositing	Aero Glass
Driver vendor	Intel Corporation
Driver version	8.15.10.2321
Driver date	3-6-2011
Pixel shader version	4.1
Vertex shader version	4.1
Max. MSAA samples	4
Machine model name	

Machine model version	
GL_VENDOR	Google Inc.
GL_RENDERER	ANGLE (Intel(R) HD Graphics Family Direct3D11 vs_4_1 ps_4_1)
GL_VERSION	OpenGL ES 2.0 (ANGLE 2.1.0.adf825b3ece8)
GL_EXTENSIONS	GL_OES_element_index_uint GL_OES_packed_depth_stencil GL_OES_get_program_binary GL_OES_rgb8_rgba8 GL_EXT_texture_format_BGRA8888 GL_EXT_read_format_bgra GL_NV_pixel_buffer_object GL_OES_mapbuffer GL_EXT_map_buffer_range GL_OES_texture_half_float GL_OES_texture_half_float_linear GL_OES_texture_float GL_OES_texture_float_linear GL_EXT_texture_rg GL_EXT_texture_compression_dxt1 GL_ANGLE_texture_compression_dxt3 GL_ANGLE_texture_compression_dxt5 GL_OES_compressed_ETC1_RGB8_texture GL_EXT_sRGB GL_ANGLE_depth_texture GL_OES_depth32 GL_EXT_texture_storage GL_OES_texture_npot GL_EXT_draw_buffers GL_EXT_texture_filter_anisotropic GL_EXT_occlusion_query_boolean GL_NV_fence GL_EXT_robustness GL_EXT_blend_minmax GL_ANGLE_framebuffer_blit GL_ANGLE_framebuffer_multisample GL_ANGLE_instanced_arrays GL_ANGLE_pack_reverse_row_order GL_OES_standard_derivatives GL_EXT_shader_texture_lod GL_EXT_frag_depth GL_ANGLE_texture_usage GL_ANGLE_translated_shader_source GL_EXT_discard_framebuffer GL_EXT_debug_marker GL_OES_EGL_image GL_EXT_unpack_subimage GL_NV_pack_subimage GL_OES_vertex_array_object
Disabled Extensions	
Window system binding vendor	Google Inc. (adapter LUID: 000000000000b00d)
Window system binding version	1.4 (ANGLE 2.1.0.adf825b3ece8)
Window system binding extensions	EGL_EXT_create_context_robustness EGL_ANGLE_d3d_share_handle_client_buffer EGL_ANGLE_surface_d3d_texture_2d_share_handle EGL_ANGLE_query_surface_pointer EGL_ANGLE_window_fixed_size EGL_NV_post_sub_buffer EGL_KHR_create_context EGL_EXT_device_query EGL_KHR_image EGL_KHR_image_base EGL_KHR_gl_texture_2D_image EGL_KHR_gl_texture_cubemap_image EGL_KHR_gl_renderbuffer_image EGL_KHR_get_all_proc_addresses
Direct rendering	Yes
Reset notification strategy	0x8252

GPU process crash count	0

Diagnostics

... loading ...

Log Messages

- WARNING: Hardware acceleration is unavailable.