

chrome://gpu - Chromium

Media Internals x Experiments x chrome://gpu x +

Chromium | chrome://gpu

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### Graphics Feature Status

- Canvas: **Hardware accelerated**
- Flash: **Hardware accelerated**
- Flash Stage3D: **Hardware accelerated**
- Flash Stage3D Baseline profile: **Hardware accelerated**
- Compositing: **Hardware accelerated**
- Multiple Raster Threads: **Enabled**
- Out-of-process Rasterization: **Hardware accelerated**
- Hardware Protected Video Decode: **Hardware accelerated**
- Rasterization: **Hardware accelerated**
- Skia Renderer: **Disabled**
- Video Decode: **Hardware accelerated**
- Viz Display Compositor: **Enabled**
- Viz Hit-test Surface Layer: **Disabled**
- WebGL: **Hardware accelerated**
- WebGL2: **Hardware accelerated**

### Driver Bug Workarounds

- clear\_uniforms\_before\_first\_program\_use
- count\_all\_in\_varyings\_packing
- exit\_on\_context\_lost
- rely\_on\_implicit\_sync\_for\_swap\_buffers
- scalarize\_vec\_and\_mat\_constructor\_args
- disabled\_extension\_GL\_KHR\_blend\_equation\_advanced
- disabled\_extension\_GL\_KHR\_blend\_equation\_advanced\_coherent

### Problems Detected

Clear uniforms before first program use on all platforms: 104764, 240107