

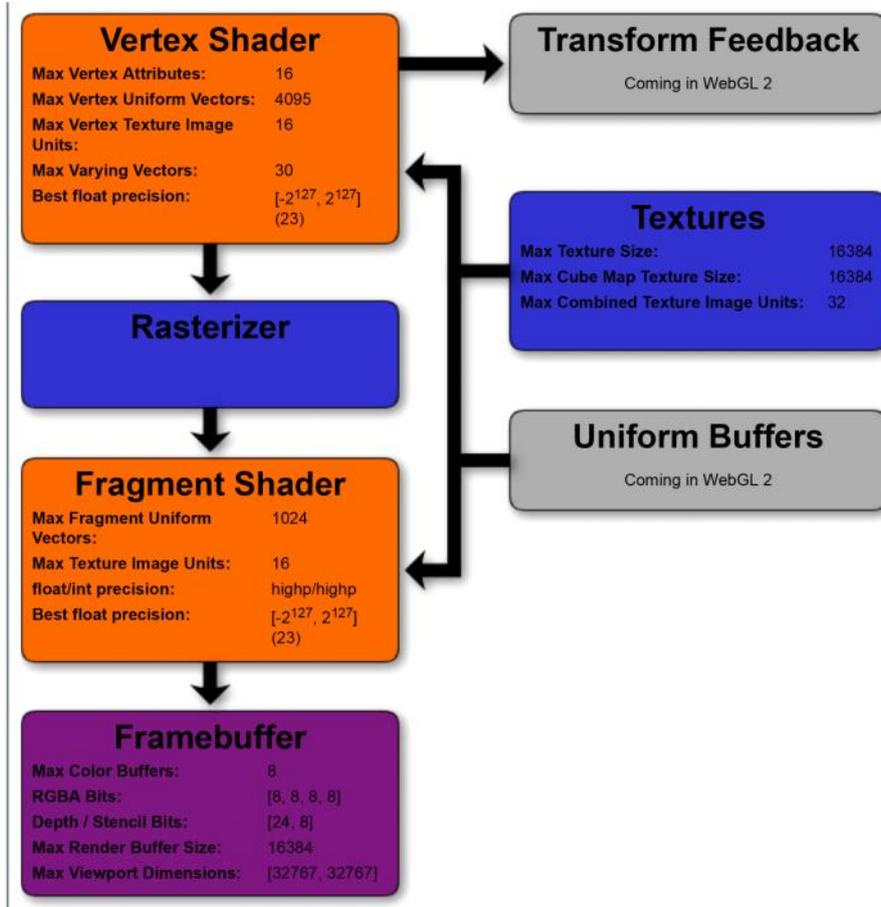
WebGL Report



WebGL 1 [WebGL 2](#)

✓ This browser supports WebGL 1

Platform:	Win64
Browser User Agent:	Mozilla/5.0 (Windows NT 6.1; Win64; x64; rv:61.0) Gecko/20100101 Firefox/61.0
Context Name:	webgl
GL Version:	WebGL 1.0
Shading Language Version:	WebGL GLSL ES 1.0
Vendor:	Mozilla
Renderer:	Mozilla
Unmasked Vendor:	Google Inc.
Unmasked Renderer:	ANGLE (NVIDIA NVS 5400M Direct3D11 vs_5_0 ps_5_0)
Antialiasing:	Available
ANGLE:	Yes, D3D9
Major Performance Caveat:	No



Supported Extensions:

```
ANGLE_instanced_arrays
EXT_blend_minmax
EXT_color_buffer_half_float
EXT_frag_depth
EXT_sRGB
EXT_shader_texture_lod
EXT_texture_filter_anisotropic
OES_element_index_uint
OES_standard_derivatives
OES_texture_float
OES_texture_float_linear
OES_texture_half_float
OES_texture_half_float_linear
OES_vertex_array_object
WEBGL_color_buffer_float
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
```

To see draft extensions in Firefox, browse to `about:config` and set `webgl.enable-draft-extensions` to true.