

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 unavailable**
- 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`
- `count_all_in_varyings_packing`
- `disable_post_sub_buffers_for_onscreen_surfaces`
- `scalarize_vec_and_mat_constructor_args`
- `use_virtualized_gl_contexts`

Problems Detected

- GPU process was unable to boot: GPU access is disabled in `chrome://settings`.
*Disabled Features: **all***
- EXT_occlusion_query appears to be buggy with Intel GPUs on Linux
- Clear uniforms before first program use on all platforms: [124764](#), [349137](#)
Applied Workarounds: `clear_uniforms_before_first_program_use`
- Mesa drivers in Linux handle varyings without static use incorrectly: [333885](#)
Applied Workarounds: `count_all_in_varyings_packing`
- Disable partial swaps on linux drivers: [339493](#)
Applied Workarounds: `disable_post_sub_buffers_for_onscreen_surfaces`
- Always rewrite vec/mat constructors to be consistent: [398694](#)
Applied Workarounds: `scalarize_vec_and_mat_constructor_args`
- MakeCurrent is slow on Linux
Applied Workarounds: `use_virtualized_gl_contexts`

Version Information

Data exported	11/12/2015, 7:32:48 PM
Chrome version	Chrome/47.0.2526.16
Operating system	Linux 4.2.0-1-amd64
Software rendering list version	0
Driver bug list version	8.27
ANGLE commit id	unknown hash
2D graphics backend	Skia
Command Line Args	<code>-force-device-scale-factor=1 --show-component-extension-options --flag-switches-begin --enable-fast-unload --enable-multilingual-spellchecker --enable-smooth-scrolling --enable-tab-audio-muting --ignore-gpu-blacklist --enable-overlay-scrollbar --flag-switches-end</code>

Driver Information

Initialization time	0
In-process GPU	true
Sandboxed	false
GPU0	VENDOR = 0x8086, DEVICE= 0x1616
Optimus	false
AMD switchable	false
Driver vendor	Mesa
Driver version	11.0.4
Driver date	
Pixel shader version	
Vertex shader version	
Max. MSAA samples	
Machine model name	
Machine model version	
GL_VENDOR	Intel Open Source Technology Center
GL_RENDERER	Mesa DRI Intel(R) HD Graphics 5500 (Broadwell GT2)
GL_VERSION	3.0 Mesa 11.0.4
GL_EXTENSIONS	
Disabled Extensions	GL_ARB_occlusion_query GL_ARB_occlusion_query2
Window system binding vendor	
Window system binding version	
Window system binding extensions	
Window manager	i3
GDMSESSION	lightdm-xsession
Compositing manager	No
Direct rendering	Yes
Reset notification strategy	0x0000
GPU process crash count	1

Log Messages

- GpuProcessHostUIShim: The GPU process exited with code 256.