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Graphics Feature Status
- Canvas: Software only, hardware acceleration unavailable
- Flash: Software only. Hardware acceleration disabled
- Flash Stage3D: Software only. Hardware acceleration disabled
- Flash Stage3D Baseline profile: Software only. Hardware acceleration disabled
- Compositing: Software only. Hardware acceleration disabled
- Multiple Raster Threads: Disabled
- Out-of-process Rasterization: Disabled
- OpenGL: Disabled
- Hardware Protected Video Decode: Disabled
- Rasterization: Software only. Hardware acceleration disabled
- Skia Renderer: Enabled
- Video Decode: Software only. Hardware acceleration disabled
- Vulkan: Disabled
- WebGL: Software only, hardware acceleration unavailable
- WebGL2: Software only, hardware acceleration unavailable

Problems Detected
- Gpu compositing has been disabled, either via blacklist, about:flags or the command line. The browser will fall back to software compositing and hardware acceleration will be unavailable.
  Disabled Features: gpu_compositing
- Raster is using a single thread.
  Disabled Features: multiple_raster_threads

Version Information

Data exported	2020-06-14T17:10:06.357Z
Chrome version	Chrome/83.0.4103.97
Operating system	Linux 5.4.0-37-generic
Software rendering list URL	https://chromium.googlesource.com/chromium/src/+/326d148b9655369b8
Driver bug list URL	https://chromium.googlesource.com/chromium/src/+/326d148b9655369b8
ANGLE commit id	a4b21cf26074
2D graphics backend	Skia/83 c3d05a789930913af94174961bc6f90894196f62
Command Line	/usr/bin/google-chrome-stable --flag-switches-begin --flag-switches-end --disable-webrtc-apm-in-audio-service

Driver Information

Initialization time	712
In-process GPU	false
Passthrough Command Decoder	false
Sandboxed	true
GPU0	VENDOR= 0x10de [Google Inc.], DEVICE=0x0241 [Google SwiftShader] *ACTIVE*
Optimus	false
AMD switchable	false
Driver vendor	
Driver version	4.1.0.7

GPU CUDA compute capability major version	0
Pixel shader version	3.00
Vertex shader version	3.00
Max. MSAA samples	4
Machine model name	
Machine model version	
GL_VENDOR	Google Inc.
GL_RENDERER	Google SwiftShader
GL_VERSION	OpenGL ES 3.0 SwiftShader 4.1.0.7
GL_EXTENSIONS	GL_OES_compressed_ETC1_RGB8_texture GL_OES_depth24 GL_OES_depth32 GL_OES_depth_texture GL_OES_depth_texture_cube_map GL_OES_EGL_image GL_OES_EGL_image_external GL_OES_EGL_image_external_essl3 GL_OES_EGL_sync GL_OES_element_index_uint GL_OES_fbo_render_mipmap GL_OES_framebuffer_object GL_OES_packed_depth_stencil GL_OES_rgb8_rgba8 GL_OES_standard_derivatives GL_OES_surfaceless_context GL_OES_texture_float GL_OES_texture_float_linear GL_OES_texture_half_float GL_OES_texture_half_float_linear GL_OES_texture_npot GL_OES_texture_3D GL_OES_vertex_array_object GL_OES_vertex_half_float GL_EXT_blend_minmax GL_EXT_color_buffer_float GL_EXT_color_buffer_half_float GL_EXT_draw_buffers GL_EXT_float_blend GL_EXT_instanced_arrays GL_EXT_occlusion_query_boolean GL_EXT_read_format_bgra GL_EXT_texture_compression_dxt1 GL_EXT_texture_filter_anisotropic GL_EXT_texture_format_BGRA8888 GL_EXT_texture_rg GL_ARB_texture_rectangle GL_ANGLE_framebuffer_blit GL_ANGLE_framebuffer_multisample GL_ANGLE_instanced_arrays GL_ANGLE_texture_compression_dxt3 GL_ANGLE_texture_compression_dxt5 GL_CHROMIUM_color_buffer_float_rgba GL_CHROMIUM_texture_filtering_hint GL_NV_depth_buffer_float2 GL_NV_fence GL_NV_read_depth GL_NV_read_stencil
Disabled Extensions	
Disabled WebGL Extensions	
Window system binding vendor	Google Inc.
Window system binding version	1.4 SwiftShader 4.1.0.7
Window system binding extensions	EGL_KHR_create_context EGL_KHR_get_all_proc_addresses EGL_KHR_gl_texture_2D_image EGL_KHR_gl_texture_cubemap_image EGL_KHR_gl_renderbuffer_image EGL_KHR_fence_sync EGL_KHR_image_base EGL_KHR_surfaceless_context EGL_ANGLE_iosurface_client_buffer EGL_ANDROID_framebuffer_target EGL_ANDROID_recordable
Window manager	GNOME Shell
XDG_CURRENT_DESK	ubuntu:GNOME
GDMSESSION	ubuntu
Compositing manager	Yes

System visual ID	0
RGBA visual ID	0
Direct rendering version	unknown
Reset notification strategy	0x0000
GPU process crash count	0
gfx::BufferFormats supported for allocation and texturing	R_8: not supported, R_16: not supported, RG_88: not supported, BGR_565: not supported, RGBA_4444: not supported, RGBX_8888: not supported, RGBA_8888: not supported, BGRX_8888: not supported, BGRA_1010102: not supported, RGBA_1010102: not supported, BGRA_8888: not supported, RGBA_F16: not supported, YVU_420: not supported, YUV_420_BIPLANAR: not supported, P010: not supported

Compositor Information

Tile Update Mode	One-copy
Partial Raster	Enabled

GpuMemoryBuffers Status

R_8	Software only
R_16	Software only
RG_88	Software only
BGR_565	Software only
RGBA_4444	Software only
RGBX_8888	Software only
RGBA_8888	Software only
BGRX_8888	Software only
BGRA_1010102	Software only
RGBA_1010102	Software only
BGRA_8888	Software only
RGBA_F16	Software only
YVU_420	Software only
YUV_420_BIPLANAR	Software only
P010	Software only

Display(s) Information

Info	Display[21442169663798929] bounds=[0,0 1280x1024], workarea= [72,27 1208x997], scale=1, rotation=0, panel_rotation=0 external.
Color space (all)	{primaries_d50_referred: [[0.6249, 0.3473], [0.3429, 0.5385], [0.1584, 0.1441]], transfer:IEC61966_2_1, matrix:RGB, range:FULL}
Buffer format (all)	BGRA_8888
SDR white level in nits	100
Bits per color component	8
Bits per pixel	24
Refresh Rate in Hz	60

Video Acceleration Information

Vulkan Information

Device Performance Information

Driver Information for Hardware GPU

Initialization time	712
In-process GPU	false
Passthrough Command Decoder	false
Sandboxed	true
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Log Messages

- [1621:1621:0614/190936.680849:ERROR:viz_main_impl.cc(152)] : Exiting GPU process due to errors during initialization
- GpuProcessHost: The GPU process exited normally. Everything is okay.