

Copy Report to Clipboard

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: **Disabled**
- 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	2020-06-15T20:20:50.779Z
Chrome version	Chrome/83.0.4103.97
Operating system	Windows NT 10.0.19041
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	"C:\Program Files (x86)\Google\Chrome\Application\chrome.exe" --flag-switches-begin --flag-switches-end --enable-audio-service-sandbox

Driver Information

Initialization time	1562
In-process GPU	false
Passthrough Command Decoder	false
Sandboxed	true
GPU0	VENDOR= 0x1414, DEVICE=0x008c
GPU1	VENDOR= 0x1414, DEVICE=0x008c
Optimus	false
AMD switchable	false
Desktop compositing	Aero Glass
Direct composition	false

Supports overlays	false
YUY2 overlay support	NONE
NV12 overlay support	NONE
Diagonal Monitor Size of \\.\DISPLAY1	17.0"
Driver D3D12 feature level	D3D 12.1
Driver Vulkan API version	Not supported
Driver vendor	
Driver version	10.0.19041.84
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	
Window system	

binding version	
Window system binding extensions	
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	GPU_READ, SCANOUT
RGBA_8888	GPU_READ, SCANOUT
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[2528732444] bounds=[0,0 1280x1024], workarea=[0,0 1280x984], scale=1, rotation=0, panel_rotation=0 external.
Color space (sRGB/no-alpha)	{primaries:BT709, transfer:IEC61966_2_1, matrix:RGB, range:FULL}
Buffer format (sRGB/no-alpha)	BGRX_8888
Color space (sRGB/alpha)	{primaries:BT709, transfer:IEC61966_2_1, matrix:RGB, range:FULL}
Buffer format (sRGB/alpha)	BGRA_8888
Color space (WCG/no-alpha)	{primaries:BT709, transfer:IEC61966_2_1, matrix:RGB, range:FULL}
Buffer format (WCG/no-alpha)	BGRX_8888

Color space (WCG/alpha)	{primaries:BT709, transfer:IEC61966_2_1, matrix:RGB, range:FULL}
Buffer format (WCG/alpha)	BGRA_8888
Color space (HDR/no-alpha)	{primaries:BT709, transfer:IEC61966_2_1, matrix:RGB, range:FULL}
Buffer format (HDR/no-alpha)	BGRX_8888
Color space (HDR/alpha)	{primaries:BT709, transfer:IEC61966_2_1, matrix:RGB, range:FULL}
Buffer format (HDR/alpha)	BGRA_8888
SDR white level in nits	80
Bits per color component	8
Bits per pixel	24
Refresh Rate in Hz	64

Video Acceleration Information

Encode h264 baseline	0x0 to 3840x2176 pixels, and/or 30.000 fps
Encode h264 main	0x0 to 3840x2176 pixels, and/or 30.000 fps
Encode h264 high	0x0 to 3840x2176 pixels, and/or 30.000 fps

Vulkan Information

Device Performance Information

Total Physical Memory (Gb)	3
Total Disk Space (Gb)	62
Hardware Concurrency	1
System Commit Limit (Gb)	5
D3D11 Feature Level	Unknown
Has Discrete GPU	unknown
Software Rendering	Yes

Diagnostics

0	
b3DAccelerationEnabled	true
b3DAccelerationExists	true
bAGPEnabled	true
bAGPExistenceValid	true
bAGPExists	true
bCanRenderWindow	true
bDDAccelerationEnabled	true
bDriverBeta	false
bDriverDebug	false
bDriverSigned	false

bDriverSignedValid	false
bNoHardware	false
dwBpp	32
dwDDIVersion	12
dwHeight	1024
dwRefreshRate	64
dwWHQLLevel	0
dwWidth	1280
iAdapter	0
IDriverSize	68608
IMiniVddSize	0
szAGPStatusEnglish	Enabled
szAGPStatusLocalized ◀ [REDACTED] ▶	Activé
szChipType	NVIDIA
szD3DStatusEnglish	Enabled
szD3DStatusLocalized	Activé
szDACType	NVIDIA Corporation
szDDIVersionEnglish	12
szDDIVersionLocalized ◀ [REDACTED] ▶	12
szDDStatusEnglish	Enabled
szDDStatusLocalized	Activé
szDXVAHDEnglsh	Not Supported
szDXVAModes	
szDescription	Carte vidéo de base Microsoft
szDeviceId	0x008C
szDeviceIdentifier	{D7B71AF4-43CC-11CF-E463-616AAFC2C735}
szDeviceName	\\.\DISPLAY1
szDisplayMemoryEnglsh ◀ [REDACTED] ▶	2015 MB
szDisplayMemoryLocalize ◀ [REDACTED] ▶	2015 MB
szDisplayModeEnglish ◀ [REDACTED] ▶	1280 x 1024 (32 bit) (64Hz)
szDisplayModeLocalize ◀ [REDACTED] ▶	1280 x 1024 (32 bit) (64Hz)
szDriverAssemblyVersion ◀ [REDACTED] ▶	10.0.19041.1
szDriverAttributes	Final Retail
szDriverDateEnglish	21/06/2006 02:00:00
szDriverDateLocalized	6/21/2006 02:00:00
szDriverLanguageEnglish ◀ [REDACTED] ▶	French
szDriverLanguageLocalize ◀ [REDACTED] ▶	Français
szDriverModelEnglish	WDDM 1.3
szDriverModelLocalize ◀ [REDACTED] ▶	WDDM 1.3
szDriverName	c:\windows\system32\driverstore\filerepository\basicdisplay.inf_amd64_62 ◀ [REDACTED] ▶
szDriverNodeStrongName	display.inf:10809047d4324726:MSBDA:10.0.19041.1:PCI\CC_0300

< [REDACTED] >	
szDriverSignDate	Unknown
szDriverVersion	10.00.19041.0001
szKeyDeviceID	Enum\PCI\VEN_10DE&DEV_0241&SUBSYS_01F41028&REV_A2
szKeyDeviceKey	\Registry\Machine\System\CurrentControlSet\Control\Video\{4CAC52F8-AEEF-11EA-9BC5-806E6F6E6963}\0000
szManufacturer	(Types d'écrans standard)
szMiniVdd	inconnu
szMiniVddDateEnglish	Unknown
< [REDACTED] >	
szMiniVddDateLocalized	inconnu
< [REDACTED] >	
szMonitorMaxRes	Unknown
szMonitorName	SyncMaster 171MP/175MP,MagicSyncMaster RB1700MP
szNotesEnglish	Your PC is using the Microsoft Basic Display Adapter. For the best experience, get the latest drivers from Windows Update or from your hardware manufacturer's website. For more information search for 'Microsoft Basic Display Adapter'
szNotesLocalized	Votre PC utilise la Carte vidéo de base Microsoft. Pour une expérience optimale, obtenez les derniers pilotes à partir de Windows Update ou sur le site web du fabricant de votre matériel. Pour plus d'informations, recherchez « Carte vidéo de base Microsoft »
szOverlayEnglish	Not Supported
szRankOfInstalledDriver	00FB2006
< [REDACTED] >	
szRegHelpText	Unknown
szRevision	Unknown
szRevisionId	0x0000
szSubSysId	0x00000000
szTestResultD3D7English	Not run
< [REDACTED] >	
szTestResultD3D7Localized	Non exécuté
< [REDACTED] >	
szTestResultD3D8English	Not run
< [REDACTED] >	
szTestResultD3D8Localized	Non exécuté
< [REDACTED] >	
szTestResultD3D9English	Not run
< [REDACTED] >	
szTestResultD3D9Localized	Non exécuté
< [REDACTED] >	
szTestResultDDEnglist	Not run
< [REDACTED] >	
szTestResultDDLocaliz	Non exécuté
< [REDACTED] >	
szVdd	inconnu
szVendorId	0x1414

Driver Information for Hardware GPU

Initialization time	0
In-process GPU	false
Passthrough Command Decoder	false

Sandboxed	false
GPU0	VENDOR= 0x1414, DEVICE=0x008c
GPU1	VENDOR= 0x1414, DEVICE=0x008c
Optimus	false
AMD switchable	false
Desktop compositing	Aero Glass
Direct composition	false
Supports overlays	false
YUY2 overlay support	NONE
NV12 overlay support	NONE
Diagonal Monitor Size of \\.\DISPLAY1	17.0"
Driver D3D12 feature level	Not supported
Driver Vulkan API version	Not supported
Driver vendor	
Driver version	10.0.19041.84
GPU CUDA compute capability major version	0
Pixel shader version	
Vertex shader version	
Max. MSAA samples	
Machine model name	
Machine model version	
GL_VENDOR	
GL_RENDERER	
GL_VERSION	
GL_EXTENSIONS	
Disabled Extensions	GL_KHR_blend_equation_advanced GL_KHR_blend_equation_advanced_coherent GL_MESA_framebuffer_flip_y
Disabled WebGL Extensions	
Window system binding vendor	
Window system binding version	
Window system binding extensions	
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

Graphics Feature Status for Hardware GPU

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- Flash: **Unavailable**
- Flash Stage3D: **Unavailable**
- Flash Stage3D Baseline profile: **Unavailable**
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- Multiple Raster Threads: **Disabled**
- Out-of-process Rasterization: **Disabled**
- OpenGL: **Unavailable**
- Hardware Protected Video Decode: **Unavailable**
- Rasterization: **Unavailable**
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- Video Decode: **Unavailable**
- Vulkan: **Disabled**
- WebGL: **Unavailable**
- WebGL2: **Unavailable**

Driver Bug Workarounds for Hardware GPU

- `clear_uniforms_before_first_program_use`
- `decode_encode_srgb_for_generatemipmap`
- `disable_direct_composition_video_overlays`
- `disable_discard_framebuffer`
- `disable_vp_scaling`
- `exit_on_context_lost`
- `scalarize_vec_and_mat_constructor_args`
- `disabled_extension_GL_KHR_blend_equation_advanced`
- `disabled_extension_GL_KHR_blend_equation_advanced_coherent`
- `disabled_extension_GL_MESA_framebuffer_flip_y`

Problems Detected for Hardware GPU

- GPU access is blocked if users don't have proper graphics driver installed after Windows installation: [248178](#)
Disabled Features: `flash_stage3d`, `android_surface_control`, `accelerated_gl`, `gpu_rasterization`, `flash3d`, `metal`, `accelerated_webgl2`, `accelerated_2d_canvas`, `protected_video_decode`, `oop_rasterization`, `accelerated_video_decode`, `accelerated_webgl`, `vulkan`, `flash_stage3d_baseline`
- GPU rasterization should only be enabled on NVIDIA and Intel and AMD RX-R2 GPUs with DX11+ or any GPU using ANGLE's GL backend.: [1047002](#)
Disabled Features: `gpu_rasterization`
- Protected video decoding with swap chain is for Windows and Intel only
Disabled Features: `protected_video_decode`
- Some drivers are unable to reset the D3D device in the GPU process sandbox
Applied Workarounds: `exit_on_context_lost`
- 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`
- Framebuffer discarding can hurt performance on non-tilers: [570897](#)
Applied Workarounds: `disable_discard_framebuffer`
- Disable KHR_blend_equation_advanced until cc shaders are updated: [661715](#)
Applied Workarounds: `disable(GL_KHR_blend_equation_advanced)`, `disable(GL_KHR_blend_equation_advanced_coherent)`
- Decode and Encode before generateMipmap for srgb format textures on Windows: [634519](#)
Applied Workarounds: `decode_encode_srgb_for_generatemipmap`

- Hardware overlays are only supported on certain Intel/AMD gpus: [932879](#), [1025427](#)
Applied Workarounds: [disable_direct_composition_video_overlays](#)
- Don't use video processor scaling on non-Intel GPUs.: [993233](#)
Applied Workarounds: [disable_vp_scaling](#)
- Disable GL_MESA_framebuffer_flip_y for desktop GL: [964010](#)
Applied Workarounds: [disable\(GL_MESA_framebuffer_flip_y\)](#)
- 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](#)

Log Messages

- GpuProcessHost: The info collection GPU process exited normally. Everything is okay.
- [5812:2700:0615/222012.481:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader
- [5812:2700:0615/222014.946:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader
- [5812:2700:0615/222014.958:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader
- [5812:2700:0615/222015.037:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader
- [5812:2700:0615/222017.232:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader
- [5812:2700:0615/222018.491:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader
- [5812:2700:0615/222019.429:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader
- [5812:2700:0615/222019.448:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader
- [5812:2700:0615/222019.540:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader
- [5812:2700:0615/222020.171:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader
- [5812:2700:0615/222020.897:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader
- [5812:2700:0615/222020.926:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader
- [5812:2700:0615/222021.012:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader
- [5812:2700:0615/222022.423:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader
- [5812:2700:0615/222023.017:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader
- [5812:2700:0615/222023.039:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader
- [5812:2700:0615/222023.121:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader
- [5812:2700:0615/222024.959:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader
- [5812:2700:0615/222025.625:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader
- [5812:2700:0615/222025.652:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader
- [5812:2700:0615/222025.742:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader

- [5812:2700:0615/222036.264:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader
- [5812:2700:0615/222036.986:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader
- [5812:2700:0615/222037.013:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader
- [5812:2700:0615/222037.098:ERROR:gles2_cmd_decoder.cc(3601)] : ContextResult::kFatalFailure: fail_if_major_perf_caveat + swiftshader
- GpuProcessHost: The info collection GPU process exited normally. Everything is okay.