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Copy Report to Clipboard

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: Disabled
- Out-of-process Rasterization: Unavailable
- OpenGL: Enabled
- Hardware Protected Video Decode: Unavailable
- Rasterization: Unavailable
- Skia Renderer: Disabled
- Video Decode: Unavailable
- Vulkan: Disabled
- WebGL: Hardware accelerated
- WebGL2: Hardware accelerated

Driver Bug Workarounds
- clear_uniforms_before_first_program_use
- decode_encode_srgb_for_generatemipmap
- disable_d3d11_video_decoder
- disable_delayed_copy_nv12
- disable_direct_composition_video_overlays
- disable_discard_framebuffer
- disable_dxgi_zero_copy_video
- disable_vp_scaling
- exit_on_context_lost
- force_cube_complete
- scalarize_vec_and_mat_constructor_args
- disabled_extension_GL_KHR_blend_equation_advanced
- disabled_extension_GL_KHR_blend_equation_advanced_coherent

Problems Detected
- Accelerated video decode interferes with GPU sandbox on certain NVIDIA drivers: 298968
  Disabled Features: accelerated_video_decode
- 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
- ANGLE crash on glReadPixels from incomplete cube map texture: 518889
  Applied Workarounds: force_cube_complete
- Framebuffer discarding can hurt performance on non-tilers: 570897
  Applied Workarounds: disable_discard_framebuffer
- Zero-copy NV12 video displays incorrect colors on NVIDIA drivers.: 635319
  Applied Workarounds: disable_dxgi_zero_copy_video

- 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
- Delayed copy NV12 displays incorrect colors on NVIDIA drivers.: [728670](#)
  Applied Workarounds: disable_delayed_copy_nv12
- Hardware overlays are only supported on certain Intel/AMD gpus: [932879](#), [1025427](#)
  Applied Workarounds: disable_direct_composition_video_overlays
- Video processor blit to swap chain results in column of black pixels on older NVIDIA drivers at certain scaling factors: [911349](#)
  Applied Workarounds: disable_direct_composition_video_overlays
- Don't use video processor scaling on non-Intel GPUs.: [993233](#)
  Applied Workarounds: disable_vp_scaling
- Disable D3D11VideoDecoder due to crashes on NVIDIA: [1041166](#)
  Applied Workarounds: disable_d3d11_video_decoder
- Raster is using a single thread.
  Disabled Features: multiple_raster_threads

ANGLE Features

- **disable_program_caching_for_transform_feedback** (Frontend workarounds): Disabled
  On some GPUs, program binaries don't contain transform feedback varyings
- **lose_context_on_out_of_memory** (Frontend workarounds): Enabled: true
  Some users rely on a lost context notification if a GL_OUT_OF_MEMORY error occurs
- **scalarize_vec_and_mat_constructor_args** (Frontend workarounds) [398694](#): Enabled: true
  Always rewrite vec/mat constructors to be consistent
- **sync_framebuffer_bindings_on_tex_image** (Frontend workarounds): Disabled
  On some drivers TexImage sometimes seems to interact with the Framebuffer
- **add_dummy_texture_no_render_target** (D3D workarounds) [anglebug:2152](#): Disabled
  On some drivers when rendering with no render target, two bugs lead to incorrect behavior
- **allow_clear_for_robust_resource_init** (D3D workarounds) [941620](#): Enabled: true
  Some drivers corrupt texture data when clearing for robust resource initialization.
- **call_clear_twice** (D3D workarounds) [655534](#): Disabled
  Using clear() may not take effect
- **depth_stencil_blit_extra_copy** (D3D workarounds) [anglebug:1452](#): Disabled
  Bug in some drivers triggers a TDR when using CopySubresourceRegion from a staging texture to a depth/stencil
- **disable_b5g6r5_support** (D3D workarounds): Disabled
  Textures with the format DXGI_FORMAT_B5G6R5_UNORM have incorrect data
- **dont_translate_uniform_block_to_structured_buffer** (D3D workarounds): Disabled
  Fails to allocate ShaderResourceView for StructuredBuffer on some drivers
- **emulate_isnan_float** (D3D workarounds) [650547](#): Disabled
  Using isnan() on highp float will get wrong answer
- **emulate_tiny_stencil_textures** (D3D workarounds): Disabled
  1x1 and 2x2 mips of depth/stencil textures aren't sampled correctly
- **expand_integer_pow_expressions** (D3D workarounds): Enabled: true
  The HLSL optimizer has a bug with optimizing 'pow' in certain integer-valued expressions
- **flush_after_ending_transform_feedback** (D3D workarounds): Disabled
  Some drivers sometimes write out-of-order results to StreamOut buffers when transform feedback is used to repeatedly write to the same buffer positions
- **force_atomic_value_resolution** (D3D workarounds) [anglebug:3246](#): Disabled
  On some drivers the return value from RWByteAddressBuffer.InterlockedAdd does not resolve when used in the .yzw components of a RWByteAddressBuffer.Store operation
- **get_dimensions_ignores_base_level** (D3D workarounds): Disabled
  Some drivers do not take into account the base level of the texture in the results of the HLSL GetDimensions builtin
- **mrt_perf_workaround** (D3D workarounds): Enabled: true
  Some drivers have a bug where they ignore null render targets

- **pre_add_texel_fetch_offsets** (D3D workarounds): Disabled
  HLSL's function texture.Load returns 0 when the parameter Location is negative, even if the sum of Offset and Location is in range
- **rewrite_unary_minus_operator** (D3D workarounds): Disabled
  Evaluating unary minus operator on integer may get wrong answer in vertex shaders
- **select_view_in_geometry_shader** (D3D workarounds): Disabled
  The viewport or render target slice will be selected in the geometry shader stage for the ANGLE_multiview extension
- **set_data_faster_than_image_upload** (D3D workarounds): Disabled: false
  Set data faster than image upload
- **skip_vs_constant_register_zero** (D3D workarounds): Disabled
  In specific cases the driver doesn't handle constant register zero correctly
- **use_instanced_point_sprite_emulation** (D3D workarounds): Disabled: false
  Some D3D11 renderers do not support geometry shaders for pointsprite emulation
- **use_system_memory_for_constant_buffers** (D3D workarounds) [593024](): Disabled
  Copying from staging storage to constant buffer storage does not work
- **zero_max_lod** (D3D workarounds): Disabled
  Missing an option to disable mipmaps on a mipmapped texture

Version Information

Data exported	2020-06-16T06:06:08.083Z
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	1937
In-process GPU	false
Passthrough Command Decoder	true
Sandboxed	true
GPU0	VENDOR= 0x10de, DEVICE=0x0241, SUBSYS=0x01f41028, REV=162 *ACTIVE*
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	Not supported

version	.
Driver vendor	ANGLE (NVIDIA)
Driver version	9.18.13.908
GPU CUDA compute capability major version	0
Pixel shader version	3.0
Vertex shader version	3.0
Max. MSAA samples	4
Machine model name	
Machine model version	
GL_VENDOR	Google Inc.
GL_RENDERER	ANGLE (NVIDIA GeForce 6150 LE Direct3D9Ex vs_3_0 ps_3_0)
GL_VERSION	OpenGL ES 2.0.0 (ANGLE 2.1.0.a4b21cf26074)
GL_EXTENSIONS	GL_ANGLE_client_arrays GL_ANGLE_explicit_context GL_ANGLE_explicit_context_gles1 GL_ANGLE_framebuffer_blit GL_ANGLE_framebuffer_multisample GL_ANGLE_instanced_arrays GL_ANGLE_memory_size GL_ANGLE_multi_draw GL_ANGLE_pack_reverse_row_order GL_ANGLE_program_cache_control GL_ANGLE_request_extension GL_ANGLE_robust_client_memory GL_ANGLE_texture_compression_dxt3 GL_ANGLE_texture_compression_dxt5 GL_ANGLE_texture_usage GL_ANGLE_translated_shader_source GL_CHROMIUM_bind_generates_resource GL_CHROMIUM_bind_uniform_location GL_CHROMIUM_color_buffer_float_rgb GL_CHROMIUM_color_buffer_float_rgba GL_CHROMIUM_copy_texture GL_CHROMIUM_lose_context GL_CHROMIUM_sync_query GL_EXT_blend_minmax GL_EXT_color_buffer_half_float GL_EXT_debug_marker GL_EXT_float_blend GL_EXT_frag_depth GL_EXT_occlusion_query_boolean GL_EXT_read_format_bgra GL_EXT_robustness GL_EXT_shader_texture_lod GL_EXT_texture_compression_dxt1 GL_EXT_texture_filter_anisotropic GL_EXT_texture_format_BGRA8888 GL_EXT_texture_storage GL_EXT_unpack_subimage GL_KHR_debug GL_KHR_parallel_shader_compile GL_NV_fence GL_NV_pack_subimage GL_NV_read_stencil GL_OES_EGL_image GL_OES_EGL_image_external GL_OES_depth32 GL_OES_element_index_uint GL_OES_get_program_binary GL_OES_packed_depth_stencil GL_OES_rgb8_rgba8 GL_OES_standard_derivatives GL_OES_surfaceless_context GL_OES_texture_border_clamp GL_OES_texture_float GL_OES_texture_half_float GL_OES_texture_npot GL_OES_vertex_array_object GL_WEBGL_video_texture
Disabled Extensions	GL_KHR_blend_equation_advanced GL_KHR_blend_equation_advanced_coherent
Disabled WebGL Extensions	
Window system binding vendor	Google Inc. (adapter LUID: 000000000097c411)
Window system binding version	1.4 (ANGLE 2.1.0.a4b21cf26074)
Window system	EGL_EXT_create_context_robustness

binding extensions	EGL_ANGLE_d3d_share_handle_client_buffer EGL_ANGLE_d3d_texture_client_buffer EGL_ANGLE_surface_d3d_texture_2d_share_handle EGL_ANGLE_query_surface_pointer EGL_ANGLE_window_fixed_size EGL_NV_post_sub_buffer EGL_KHR_create_context EGL_EXT_device_query EGL_KHR_image EGL_KHR_image_base EGL_KHR_gl_texture_2D_image EGL_KHR_gl_renderbuffer_image EGL_KHR_get_all_proc_addresses EGL_ANGLE_flexible_surface_compatibility EGL_ANGLE_create_context_webgl_compatibility EGL_CHROMIUM_create_context_bind_generates_resource EGL_EXT_pixel_format_float EGL_KHR_surfaceless_context EGL_ANGLE_display_texture_share_group EGL_ANGLE_create_context_client_arrays EGL_ANGLE_program_cache_control EGL_ANGLE_robust_resource_initialization EGL_ANGLE_create_context_extensions_enabled EGL_ANDROID_blob_cache EGL_ANDROID_recordable EGL_ANGLE_create_context_backwards_compatible EGL_KHR_create_context_no_error
Direct rendering version	unknown
Reset notification strategy	0x8252
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	60

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	9_2
Has Discrete GPU	yes
Software Rendering	No

Diagnostics

0	
b3DAccelerationEnabl	true
b3DAccelerationExists	true
bAGPEnabled	true
bAGPExistenceValid	true
bAGPExists	true
bCanRenderWindow	true
bDDAccelerationEnabl	true
bDriverBeta	false
bDriverDebug	false
bDriverSigned	false
bDriverSignedValid	false
bNoHardware	false
dwBpp	32
dwDDIVersion	9
dwHeight	1024
dwRefreshRate	60
dwWHQLLevel	0
dwWidth	1280
iAdapter	0
lDriverSize	18320440
lMiniVddSize	0
szAGPStatusEnglish	Enabled
szAGPStatusLocalized	Activé
szChipType	GeForce 6150 LE
szD3DStatusEnglish	Enabled
szD3DStatusLocalized	Activé
szDACType	Integrated RAMDAC
szDDIVersionEnglish	9Ex
szDDIVersionLocalized	9Ex
szDDStatusEnglish	Enabled
szDDStatusLocalized	Activé
szDXVAHDEnglish	Not Supported
szDXVAModes	ModeMPEG2_A ModeMPEG2_C ModeVC1_B ModeWMV9_B ModeVC1_A ModeWMV9_A
szDescription	NVIDIA GeForce 6150 LE
szDeviceId	0x0241
szDeviceIdentifier	{D7B71E3E-4101-11CF-1470-F9211FC2C435}
szDeviceName	\\.\DISPLAY1
szDisplayMemoryEngli	1065 MB
szDisplayMemoryLoca	1065 MB
szDisplayModeEnglish	1280 x 1024 (32 bit) (60Hz)

szDisplayModeLocaliz	1280 x 1024 (32 bit) (60Hz)
szDriverAssemblyVers	9.18.13.908
szDriverAttributes	Final Retail
szDriverDateEnglish	30/01/2015 02:00:00
szDriverDateLocalized	1/30/2015 02:00:00
szDriverLanguageEngl	English
szDriverLanguageLoca	Anglais
szDriverModelEnglish	WDDM 1.0
szDriverModelLocalize	WDDM 1.0
szDriverName	nvd3dumx.dll
szDriverNodeStrongNa	oem3.inf:0f066de33334c1ce:Section002:9.18.13.908:pci\ven_10de&dev_
szDriverSignDate	Unknown
szDriverVersion	9.18.0013.0908
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	NVIDIA
szMiniVdd	inconnu
szMiniVddDateEnglish	Unknown
szMiniVddDateLocalize	inconnu
szMonitorMaxRes	Unknown
szMonitorName	SyncMaster 171MP/175MP,MagicSyncMaster RB1700MP
szNotesEnglish	No problems found.
szNotesLocalized	Aucun problème n'a été détecté.
szOverlayEnglish	Not Supported
szRankOfInstalledDriv	00E02001
szRegHelpText	Unknown
szRevision	Unknown
szRevisionId	0x00A2
szSubSysId	0x01F41028
szTestResultD3D7Engl	Not run
szTestResultD3D7Loca	Non exécuté
szTestResultD3D8Engl	Not run
szTestResultD3D8Loca	Non exécuté
szTestResultD3D9Engl	Not run
szTestResultD3D9Loca	Non exécuté
szTestResultDDEnglish	Not run

szTestResultDDLocaliz	Non exécuté
szVdd	inconnu
szVendorId	0x10DE

Log Messages

- [1436:2544:0616/080023.115:ERROR:gl_surface_egl.cc(750)] : EGL Driver message (Critical) eglInitialize: No available renderers.
- [1436:2544:0616/080023.115:ERROR:gl_surface_egl.cc(1236)] : eglInitialize D3D11 failed with error EGL_NOT_INITIALIZED, trying next display type
- [1436:2544:0616/080023.365:ERROR:gl_surface_egl.cc(750)] : EGL Driver message (Error) eglQueryDeviceAttribEXT: Bad attribute.
- [1436:2544:0616/080023.834:ERROR:gl_surface_egl.cc(750)] : EGL Driver message (Error) eglQueryDeviceAttribEXT: Bad attribute.
- [1436:2544:0616/080023.834:ERROR:gl_surface_egl.cc(750)] : EGL Driver message (Error) eglQueryDeviceAttribEXT: Bad attribute.
- [1436:2544:0616/080023.834:ERROR:gl_surface_egl.cc(750)] : EGL Driver message (Error) eglQueryDeviceAttribEXT: Bad attribute.
- [1436:2544:0616/080023.959:ERROR:gl_surface_egl.cc(750)] : EGL Driver message (Error) eglQueryDeviceAttribEXT: Bad attribute.
- GpuProcessHost: The info collection GPU process exited normally. Everything is okay.
- [1436:2544:0616/080329.782:ERROR:gl_surface_egl.cc(750)] : EGL Driver message (Error) eglQueryDeviceAttribEXT: Bad attribute.
- [1436:2544:0616/080335.994:ERROR:gl_utils.cc(316)] : [GroupMarkerNotSet(crbug.com/242999)!:B09DA53612020000] GL_INVALID_ENUM: Invalid pname.
- [1436:2544:0616/080335.994:ERROR:gl_utils.cc(316)] : [GroupMarkerNotSet(crbug.com/242999)!:B09DA53612020000] GL_INVALID_ENUM: Invalid pname.
- [1436:2544:0616/080335.994:ERROR:context_group.cc(181)] : ContextResult::kFatalFailure: ES3 is blacklisted/disabled/unsupported by driver.
- [1436:2544:0616/080335.994:ERROR:gl_utils.cc(316)] : [GroupMarkerNotSet(crbug.com/242999)!:7000A33612020000] GL_INVALID_ENUM: Invalid pname.
- [1436:2544:0616/080335.994:ERROR:gl_utils.cc(316)] : [GroupMarkerNotSet(crbug.com/242999)!:7000A33612020000] GL_INVALID_ENUM: Invalid pname.
- [1436:2544:0616/080335.994:ERROR:context_group.cc(181)] : ContextResult::kFatalFailure: ES3 is blacklisted/disabled/unsupported by driver.
- [1436:2544:0616/080342.072:ERROR:gl_utils.cc(316)] : [GroupMarkerNotSet(crbug.com/242999)!:3031743212020000] GL_INVALID_ENUM: Invalid pname.
- [1436:2544:0616/080342.072:ERROR:gl_utils.cc(316)] : [GroupMarkerNotSet(crbug.com/242999)!:3031743212020000] GL_INVALID_ENUM: Invalid pname.
- [1436:2544:0616/080342.072:ERROR:context_group.cc(181)] : ContextResult::kFatalFailure: ES3 is blacklisted/disabled/unsupported by driver.
- [1436:2544:0616/080343.040:ERROR:gl_utils.cc(316)] : [GroupMarkerNotSet(crbug.com/242999)!:3031743212020000] GL_INVALID_ENUM: Invalid pname.
- [1436:2544:0616/080343.040:ERROR:gl_utils.cc(316)] : [GroupMarkerNotSet(crbug.com/242999)!:3031743212020000] GL_INVALID_ENUM: Invalid pname.
- [1436:2544:0616/080343.040:ERROR:context_group.cc(181)] : ContextResult::kFatalFailure: ES3 is blacklisted/disabled/unsupported by driver.
- [1436:2544:0616/080343.044:ERROR:gl_utils.cc(316)] : [GroupMarkerNotSet(crbug.com/242999)!:3031743212020000] GL_INVALID_ENUM: Invalid

pname.

- [1436:2544:0616/080343.044:ERROR:gl_utils.cc(316)] : [GroupMarkerNotSet(crbug.com/242999)!:3031743212020000] GL_INVALID_ENUM: Invalid pname.
- [1436:2544:0616/080343.044:ERROR:context_group.cc(181)] : ContextResult::kFatalFailure: ES3 is blacklisted/disabled/unsupported by driver.
- [1436:2544:0616/080353.148:ERROR:gl_utils.cc(316)] : [GroupMarkerNotSet(crbug.com/242999)!:306B9E3612020000] GL_INVALID_ENUM: Invalid pname.
- [1436:2544:0616/080353.148:ERROR:gl_utils.cc(316)] : [GroupMarkerNotSet(crbug.com/242999)!:306B9E3612020000] GL_INVALID_ENUM: Invalid pname.
- [1436:2544:0616/080353.148:ERROR:context_group.cc(181)] : ContextResult::kFatalFailure: ES3 is blacklisted/disabled/unsupported by driver.
- [1436:2544:0616/080353.151:ERROR:gl_utils.cc(316)] : [GroupMarkerNotSet(crbug.com/242999)!:306B9E3612020000] GL_INVALID_ENUM: Invalid pname.
- [1436:2544:0616/080353.152:ERROR:gl_utils.cc(316)] : [GroupMarkerNotSet(crbug.com/242999)!:306B9E3612020000] GL_INVALID_ENUM: Invalid pname.
- [1436:2544:0616/080353.152:ERROR:context_group.cc(181)] : ContextResult::kFatalFailure: ES3 is blacklisted/disabled/unsupported by driver.
- [1436:2544:0616/080358.966:ERROR:gl_surface_egl.cc(750)] : EGL Driver message (Error) eglQueryDeviceAttribEXT: Bad attribute.
- GpuProcessHost: The info collection GPU process exited normally. Everything is okay.
- [1436:2544:0616/080607.778:ERROR:gl_surface_egl.cc(750)] : EGL Driver message (Error) eglQueryDeviceAttribEXT: Bad attribute.
- [1436:2544:0616/080607.779:ERROR:gl_surface_egl.cc(750)] : EGL Driver message (Error) eglQueryDeviceAttribEXT: Bad attribute.