glxgears output

```
Running synchronized to the vertical refresh.  The framerate should be
approximately the same as the monitor refresh rate.
657 frames in 5.0 seconds = 131.242 FPS
X connection to :0.0 broken (explicit kill or server shutdown).
```

```
GL_RENDERER   = AMD Radeon RX 580 2048SP (polaris10, LLVM 16.0.6, DRM 3.54,
6.2.0-34-generic)
GL_VERSION    = 4.6 (Compatibility Profile) Mesa 23.2.0-devel
GL_VENDOR     = AMD
GL_EXTENSIONS = GL_ARB_multisample GL_EXT_abgr GL_EXT_bgra GL_EXT_blend_color
GL_EXT_blend_minmax GL_EXT_blend_subtract GL_EXT_copy_texture
GL_EXT_subtexture GL_EXT_texture_object GL_EXT_vertex_array
GL_EXT_compiled_vertex_array GL_EXT_texture GL_EXT_texture3D
GL_IBM_rasterpos_clip GL_ARB_point_parameters GL_EXT_draw_range_elements
GL_EXT_packed_pixels GL_EXT_point_parameters GL_EXT_rescale_normal
GL_EXT_separate_specular_color GL_EXT_texture_edge_clamp
GL_SGIS_generate_mipmap GL_SGIS_texture_border_clamp
GL_SGIS_texture_edge_clamp GL_SGIS_texture_lod GL_ARB_framebuffer_sRGB
GL_ARB_multitexture GL_EXT_framebuffer_sRGB GL_IBM_multimode_draw_arrays
GL_IBM_texture_mirrored_repeat GL_ARB_texture_cube_map GL_ARB_texture_env_add
GL_ARB_transpose_matrix GL_EXT_blend_func_separate GL_EXT_fog_coord
GL_EXT_multi_draw_arrays GL_EXT_secondary_color GL_EXT_texture_env_add
GL_EXT_texture_filter_anisotropic GL_EXT_texture_lod_bias
GL_INGR_blend_func_separate GL_NV_blend_square GL_NV_light_max_exponent
GL_NV_texgen_reflection GL_NV_texture_env_combine4 GL_S3_s3tc
GL_SUN_multi_draw_arrays GL_ARB_texture_border_clamp
GL_ARB_texture_compression GL_EXT_framebuffer_object
GL_EXT_texture_compression_s3tc GL_EXT_texture_env_combine
GL_EXT_texture_env_dot3 GL_MESA_window_pos GL_NV_packed_depth_stencil
GL_NV_texture_rectangle GL_ARB_depth_texture GL_ARB_occlusion_query
GL_ARB_shadow GL_ARB_texture_env_combine GL_ARB_texture_env_crossbar
GL_ARB_texture_env_dot3 GL_ARB_texture_mirrored_repeat GL_ARB_window_pos
GL_ATI_fragment_shader GL_EXT_stencil_two_side GL_EXT_texture_cube_map
GL_NV_copy_depth_to_color GL_NV_depth_clamp GL_NV_fog_distance
GL_NV_half_float GL_APPLE_packed_pixels GL_ARB_draw_buffers
GL_ARB_fragment_program GL_ARB_fragment_shader GL_ARB_shader_objects
GL_ARB_vertex_program GL_ARB_vertex_shader GL_ATI_draw_buffers
GL_ATI_texture_env_combine3 GL_ATI_texture_float GL_EXT_depth_bounds_test
GL_EXT_shadow_funcs GL_EXT_stencil_wrap GL_MESA_pack_invert
GL_NV_primitive_restart GL_ARB_depth_clamp GL_ARB_fragment_program_shadow
GL_ARB_half_float_pixel GL_ARB_occlusion_query2 GL_ARB_point_sprite
GL_ARB_shading_language_100 GL_ARB_sync GL_ARB_texture_non_power_of_two
GL_ARB_vertex_buffer_object GL_ATI_blend_equation_separate
GL_EXT_blend_equation_separate GL_OES_read_format GL_ARB_color_buffer_float
```

```
GL_ARB_pixel_buffer_object GL_ARB_texture_compression_rgtc
GL_ARB_texture_float GL_ARB_texture_rectangle GL_ATI_texture_compression_3dc
GL_EXT_packed_float GL_EXT_pixel_buffer_object GL_EXT_texture_compression_dxt1
GL_EXT_texture_compression_rgtc GL_EXT_texture_mirror_clamp
GL_EXT_texture_rectangle GL_EXT_texture_sRGB GL_EXT_texture_shared_exponent
GL_ARB_framebuffer_object GL_EXT_framebuffer_blit
GL_EXT_framebuffer_multisample GL_EXT_packed_depth_stencil
GL_ARB_vertex_array_object GL_ATI_separate_stencil GL_ATI_texture_mirror_once
GL_EXT_draw_buffers2 GL_EXT_draw_instanced GL_EXT_gpu_program_parameters
GL_EXT_gpu_shader4 GL_EXT_texture_array GL_EXT_texture_compression_latc
GL_EXT_texture_integer GL_EXT_texture_sRGB_decode GL_EXT_timer_query
GL_OES_EGL_image GL_AMD_performance_monitor GL_EXT_texture_buffer_object
GL_AMD_texture_texture4 GL_ARB_copy_buffer GL_ARB_depth_buffer_float
GL_ARB_draw_instanced GL_ARB_half_float_vertex GL_ARB_instanced_arrays
GL_ARB_map_buffer_range GL_ARB_texture_buffer_object GL_ARB_texture_rg
GL_ARB_texture_swizzle GL_ARB_vertex_array_bgra GL_EXT_texture_swizzle
GL_EXT_vertex_array_bgra GL_NV_conditional_render GL_AMD_conservative_depth
GL_AMD_depth_clamp_separate GL_AMD_draw_buffers_blend
GL_AMD_seamless_cubemap_per_texture GL_AMD_shader_stencil_export
GL_ARB_ES2_compatibility GL_ARB_blend_func_extended GL_ARB_compatibility
GL_ARB_debug_output GL_ARB_draw_buffers_blend GL_ARB_draw_elements_base_vertex
GL_ARB_explicit_attrib_location GL_ARB_fragment_coord_conventions
GL_ARB_provoking_vertex GL_ARB_sample_shading GL_ARB_sampler_objects
GL_ARB_seamless_cube_map GL_ARB_shader_stencil_export
GL_ARB_shader_texture_lod GL_ARB_tessellation_shader
GL_ARB_texture_buffer_object_rgb32 GL_ARB_texture_cube_map_array
GL_ARB_texture_gather GL_ARB_texture_multisample GL_ARB_texture_query_lod
GL_ARB_texture_rgb10_a2ui GL_ARB_uniform_buffer_object
GL_ARB_vertex_type_2_10_10_10_rev GL_ATI_meminfo GL_EXT_provoking_vertex
GL_EXT_texture_snorm GL_MESA_texture_signed_rgba GL_NV_copy_image
GL_NV_texture_barrier GL_ARB_draw_indirect GL_ARB_get_program_binary
GL_ARB_gpu_shader5 GL_ARB_gpu_shader_fp64 GL_ARB_robustness
GL_ARB_separate_shader_objects GL_ARB_shader_bit_encoding
GL_ARB_shader_precision GL_ARB_shader_subroutine
GL_ARB_texture_compression_bptc GL_ARB_timer_query GL_ARB_transform_feedback2
GL_ARB_transform_feedback3 GL_ARB_vertex_attrib_64bit GL_ARB_viewport_array
GL_EXT_direct_state_access GL_EXT_shader_image_load_store
GL_EXT_vertex_attrib_64bit GL_NV_vdpau_interop GL_AMD_multi_draw_indirect
GL_ANGLE_texture_compression_dxt3 GL_ANGLE_texture_compression_dxt5
GL_ARB_base_instance GL_ARB_compressed_texture_pixel_storage
GL_ARB_conservative_depth GL_ARB_internalformat_query
GL_ARB_map_buffer_alignment GL_ARB_shader_atomic_counters
GL_ARB_shader_image_load_store GL_ARB_shading_language_420pack
GL_ARB_shading_language_packing GL_ARB_texture_storage
GL_ARB_transform_feedback_instanced GL_EXT_framebuffer_multisample_blit_scaled
GL_EXT_transform_feedback GL_AMD_query_buffer_object
GL_AMD_shader_trinary_minmax GL_AMD_vertex_shader_layer
GL_AMD_vertex_shader_viewport_index GL_ARB_ES3_compatibility
```

```
GL_ARB_arrays_of_arrays GL_ARB_clear_buffer_object GL_ARB_compute_shader
GL_ARB_copy_image GL_ARB_explicit_uniform_location
GL_ARB_fragment_layer_viewport GL_ARB_framebuffer_no_attachments
GL_ARB_invalidate_subdata GL_ARB_multi_draw_indirect
GL_ARB_program_interface_query GL_ARB_robust_buffer_access_behavior
GL_ARB_shader_image_size GL_ARB_shader_storage_buffer_object
GL_ARB_stencil_texturing GL_ARB_texture_buffer_range
GL_ARB_texture_query_levels GL_ARB_texture_storage_multisample
GL_ARB_texture_view GL_ARB_vertex_attrib_binding GL_KHR_debug
GL_KHR_robustness GL_KHR_texture_compression_astc_ldr GL_AMD_pinned_memory
GL_ARB_bindless_texture GL_ARB_buffer_storage GL_ARB_clear_texture
GL_ARB_compute_variable_group_size GL_ARB_enhanced_layouts
GL_ARB_indirect_parameters GL_ARB_internalformat_query2 GL_ARB_multi_bind
GL_ARB_query_buffer_object GL_ARB_seamless_cubemap_per_texture
GL_ARB_shader_draw_parameters GL_ARB_shader_group_vote
GL_ARB_shading_language_include GL_ARB_texture_mirror_clamp_to_edge
GL_ARB_texture_stencil8 GL_ARB_vertex_type_10f_11f_11f_rev GL_EXT_debug_label
GL_EXT_shader_integer_mix GL_NVX_gpu_memory_info GL_ARB_ES3_1_compatibility
GL_ARB_clip_control GL_ARB_conditional_render_inverted GL_ARB_cull_distance
GL_ARB_derivative_control GL_ARB_direct_state_access
GL_ARB_get_texture_sub_image GL_ARB_pipeline_statistics_query
GL_ARB_shader_texture_image_samples GL_ARB_texture_barrier
GL_ARB_transform_feedback_overflow_query GL_EXT_polygon_offset_clamp
GL_EXT_shader_image_load_formatted GL_KHR_blend_equation_advanced
GL_KHR_context_flush_control GL_KHR_robust_buffer_access_behavior
GL_NV_shader_atomic_int64 GL_ARB_ES3_2_compatibility GL_ARB_gpu_shader_int64
GL_ARB_parallel_shader_compile GL_ARB_shader_atomic_counter_ops
GL_ARB_shader_ballot GL_ARB_shader_clock GL_ARB_shader_viewport_layer_array
GL_EXT_shader_samples_identical GL_EXT_texture_sRGB_R8 GL_KHR_no_error
GL_KHR_texture_compression_astc_sliced_3d GL_ARB_gl_spirv
GL_ARB_spirv_extensions GL_EXT_window_rectangles
GL_MESA_shader_integer_functions GL_ARB_polygon_offset_clamp
GL_ARB_texture_filter_anisotropic GL_EXT_memory_object GL_EXT_memory_object_fd
GL_EXT_semaphore GL_EXT_semaphore_fd GL_KHR_parallel_shader_compile
GL_NV_alpha_to_coverage_dither_control GL_AMD_framebuffer_multisample_advanced
GL_EXT_EGL_image_storage GL_EXT_texture_shadow_lod GL_INTEL_blackhole_render
GL_MESA_framebuffer_flip_y GL_NV_compute_shader_derivatives GL_EXT_EGL_sync
GL_EXT_demote_to_helper_invocation GL_NV_ES1_1_compatibility
VisualID 1300, 0x514
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