

# grogu complete glxgears -info output

```
GL_RENDERER = AMD Radeon RX 580 2048SP (polaris10, LLVM 15.0.7, DRM 3.54, 6.5.0-21-generic)
GL_VERSION = 4.6 (Compatibility Profile) Mesa 23.2.1-lubuntu3.1~22.04.2
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
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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

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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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