

Copy Report to Clipboard

Graphics Feature Status

- Canvas: **Software only, hardware acceleration unavailable**
- Compositing: **Software only. Hardware acceleration disabled**
- Multiple Raster Threads: **Enabled**
- Out-of-process Rasterization: **Disabled**
- OpenGL: **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

- Accelerated video decode has been disabled, either via blocklist, about:flags or the command line.
*Disabled Features: **video_decode***
- Gpu compositing has been disabled, either via blocklist, about:flags or the command line. The browser will fall back to software compositing and hardware acceleration will be unavailable.
*Disabled Features: **gpu_compositing***

Version Information

Data exported	2022-09-20T20:54:47.792Z
Chrome version	HeadlessChrome/93.0.4577.0
Operating system	Linux 5.10.104-linuxkit
Software rendering list URL	https://chromium.googlesource.com/chromium/src/+70f5d88ea95298a18a
Driver bug list URL	https://chromium.googlesource.com/chromium/src/+70f5d88ea95298a18a
ANGLE commit id	db54b8dd65ed
2D graphics backend	Skia/93 7d336c9557bd8537e922ee83b1138e4cd23fee6b
Command Line	./headless_shell --headless --no-sandbox --print-to-pdf=/usr/share/kibana/out.pdf --ozone-platform=headless --use-gl=swiftshader-webgl --allow-pre-commit-input --disable-running-as-system-compositor chrome://gpu

Driver Information

Initialization time	17
In-process GPU	false
Passthrough Command Decoder	false
Sandboxed	false
GPU0	VENDOR= 0xffff [Google Inc.], DEVICE=0xffff [Google SwiftShader] *ACTIVE*
Optimus	false
AMD switchable	false
Driver vendor	swiftshader

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

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[2000] bounds=[0,0 800x600], workarea=[0,0 800x600], scale=1, rotation=0, panel_rotation=0 external.
Color space (all)	{primaries:BT709, transfer:IEC61966_2_1, matrix:RGB, range:FULL}
Buffer format (all)	RGBA_8888
SDR white level in nits	100
Bits per color component	8
Bits per pixel	24

Video Acceleration Information

Vulkan Information

Device Performance Information

Log Messages

- [0920/205447.744866:ERROR:gpu_init.cc(441)] : Passthrough is not supported, GL is swiftshader