	ES2.0	ES3.0	ES3.1	GL3.2	GL3.3	GL4.0	GL4.1	GL4.2	GL4.3	GL4.4	GL4.5
gl_VertexID	X	V	V	V	V	V	V	V	V	V	V
gl_InstanceID	X	V	V	V	V	V	V	V	V	V	V
gl_Position	V	V	V	V	V	V	V	V	V	V	V
gl_PointSize	V	V	V	V	V	V	V	V	V	V	V
gl_FragColor	V	V	V	X	X	X	X	X	X	X	X
gl_FragData	V	V	V	X	X	X	X	X	X	X	X
gl_FragCoord	V	V	V	V	V	V	V	V	V	V	V
gl_FrontFacing	V	V	V	V	V	V	V	V	V	V	V
gl_FragDepth	X	V	V	V	V	V	V	V	V	V	V
gl_PointCoord	V	V	V	V	V	V	V	V	V	V	V
gl_DepthRange	V	V	V	V	V	V	V	V	V	V	V
gl_HelperInvocation	X	X	V	X	X	X	X	X	X	X	V
gl_NumWorkGroups	X	X	V	X	X	X	X	X	V	V	V
gl_WorkGroupSize	X	X	V	X	X	X	X	X	V	V	V
gl_WorkGroupID	X	X	V	X	X	X	X	X	V	V	V
gl_LocalInvocationID	X	X	V	X	X	X	X	X	V	V	V
gl_GlobalInvocationID	X	X	V	X	X	X	X	X	V	V	V
gl_LocalInvocationIndex	X	X	V	X	X	X	X	X	V	V	V
local_size_x	X	X	V	X	X	X	X	X	V	V	V
local_size_y	X	X	V	X	X	X	X	X	V	V	V
local_size_z	X	X	V	X	X	X	X	X	V	V	V
precision	V	V	V	V	V	V	V	V	V	V	V
lowp	V	V	V	V	V	V	V	V	V	V	V
mediump	V	V	V	V	V	V	V	V	V	V	V
highp	V	V	V	V	V	V	V	V	V	V	V
atomic_uint	X	X	V	X	X	X	X	V	V	V	V
sampler1D	X	X	X	V	V	V	V	V	V	V	V
sampler2D	V	V	V	V	V	V	V	V	V	V	V
sampler3D	X	V	V	V	V	V	V	V	V	V	V
samplerCube	V	V	V	V	V	V	V	V	V	V	V
sampler1DShadow	X	X	X	V	V	V	V	V	V	V	V
sampler2DShadow	X	V	V	V	V	V	V	V	V	V	V
samplerCubeShadow	X	V	V	V	V	V	V	V	V	V	V

sampler1DArray	X	X	X	V	V	V	V	V	V	V	V
sampler2DArray	X	V	V	V	V	V	V	V	V	V	V
sampler1DArrayShadow	X	X	X	V	V	V	V	V	V	V	V
sampler2DArrayShadow	X	V	V	V	V	V	V	V	V	V	V
isampler1D	X	X	X	V	V	V	V	V	V	V	V
isampler2D	X	V	V	V	V	V	V	V	V	V	V
isampler3D	X	V	V	V	V	V	V	V	V	V	V
isamplerCube	X	V	V	V	V	V	V	V	V	V	V
isampler1DArray	X	X	X	V	V	V	V	V	V	V	V
isampler2DArray	X	V	V	V	V	V	V	V	V	V	V
usampler1D	X	X	X	V	V	V	V	V	V	V	V
usampler2D	X	V	V	V	V	V	V	V	V	V	V
usampler3D	X	V	V	V	V	V	V	V	V	V	V
usamplerCube	X	V	V	V	V	V	V	V	V	V	V
usampler1DArray	X	X	X	V	V	V	V	V	V	V	V
usampler2DArray	X	V	V	V	V	V	V	V	V	V	V
sampler2DRect	X	X	X	X	V	V	V	V	V	V	V
sampler2DRectShadow	X	X	X	X	V	V	V	V	V	V	V
isampler2DRect	X	X	X	X	V	V	V	V	V	V	V
usampler2DRect	X	X	X	X	V	V	V	V	V	V	V
samplerBuffer	X	X	X	V	V	V	V	V	V	V	V
isamplerBuffer	X	X	X	V	V	V	V	V	V	V	V
usamplerBuffer	X	X	X	V	V	V	V	V	V	V	V
sampler2DMS	X	X	V	V	V	V	V	V	V	V	V
isampler2DMS	X	X	V	V	V	V	V	V	V	V	V
usampler2DMS	X	X	V	V	V	V	V	V	V	V	V
sampler2DMSArray	X	X	V	V	V	V	V	V	V	V	V
isampler2DMSArray	X	X	V	V	V	V	V	V	V	V	V
usampler2DMSArray	X	X	V	V	V	V	V	V	V	V	V
samplerCubeArray	X	X	X	X	X	V	V	V	V	V	V
samplerCubeArrayShadow	X	X	X	X	X	V	V	V	V	V	V
isamplerCubeArray	X	X	X	X	X	V	V	V	V	V	V
usamplerCubeArray	X	X	X	X	X	V	V	V	V	V	V
image1D	X	X	X	X	X	X	X	V	V	V	V

iimage1D	X	X	X	X	X	X	X	V	V	V	V
uimage1D	X	X	X	X	X	X	X	V	V	V	V
image2D	X	X	V	X	X	X	X	V	V	V	V
iimage2D	X	X	V	X	X	X	X	V	V	V	V
uimage2D	X	X	V	X	X	X	X	V	V	V	V
image3D	X	X	V	X	X	X	X	V	V	V	V
iimage3D	X	X	V	X	X	X	X	V	V	V	V
uimage3D	X	X	V	X	X	X	X	V	V	V	V
image2DRect	X	X	X	X	X	X	X	V	V	V	V
iimage2DRect	X	X	X	X	X	X	X	V	V	V	V
uimage2DRect	X	X	X	X	X	X	X	V	V	V	V
imageCube	X	X	V	X	X	X	X	V	V	V	V
iimageCube	X	X	V	X	X	X	X	V	V	V	V
uimageCube	X	X	V	X	X	X	X	V	V	V	V
imageBuffer	X	X	X	X	X	X	X	V	V	V	V
iimageBuffer	X	X	X	X	X	X	X	V	V	V	V
uimageBuffer	X	X	X	X	X	X	X	V	V	V	V
image1DArray	X	X	X	X	X	X	X	V	V	V	V
iimage1DArray	X	X	X	X	X	X	X	V	V	V	V
uimage1DArray	X	X	X	X	X	X	X	V	V	V	V
image2DArray	X	X	V	X	X	X	X	V	V	V	V
iimage2DArray	X	X	V	X	X	X	X	V	V	V	V
uimage2DArray	X	X	V	X	X	X	X	V	V	V	V
imageCubeArray	X	X	V	X	X	X	X	V	V	V	V
iimageCubeArray	X	X	V	X	X	X	X	V	V	V	V
uimageCubeArray	X	X	V	X	X	X	X	V	V	V	V
image2DMS	X	X	V	X	X	X	X	V	V	V	V
iimage2DMS	X	X	V	X	X	X	X	V	V	V	V
uimage2DMS	X	X	V	X	X	X	X	V	V	V	V
image2DMSArray	X	X	X	X	X	X	X	V	V	V	V
iimage2DMSArray	X	X	X	X	X	X	X	V	V	V	V
uimage2DMSArray	X	X	X	X	X	X	X	V	V	V	V
ivec*	V	V	V	V	V	V	V	V	V	V	V
uvec*	X	V	V	V	V	V	V	V	V	V	V

	C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	C11
matN*M	X	V	V	V	V	V	V	V	V	V	V
d[vec/mat]*	X	X	X	X	X	V	V	V	V	V	V
centroid	X	V	V	V	V	V	V	V	V	V	V
smooth	X	V	V	V	V	V	V	V	V	V	V
flat	X	V	V	V	V	V	V	V	V	V	V
early_fragment_tests	X	X	V	X	X	X	X	V	V	V	V
vertex input location	X	V	V	X	V	V	V	V	V	V	V
fragment output location	X	V	V	X	V	V	V	V	V	V	V
xfb qualifiers	X	X	X	X	X	X	X	X	V	V	V
uniform location	X	X	V	X	X	X	X	X	X	V	V
varying location	X	X	V	X	X	X	X	V	V	V	V
storage binding	X	X	V	X	X	X	X	X	V	V	V
image binding	X	X	V	X	X	X	X	V	V	V	V
atomic buffer binding / offset	X	X	X	X	X	X	X	V	V	V	V
uniform binding	X	X	V	X	X	X	X	V	V	V	V
sampler binding	X	X	V	X	X	X	X	V	V	V	V
shared	X	V	V	V	V	V	V	V	V	V	V
packed	X	V	V	V	V	V	V	V	V	V	V
std140	X	V	V	V	V	V	V	V	V	V	V
std430	X	X	V	X	X	X	X	X	V	V	V
row_major	X	V	V	V	V	V	V	V	V	V	V
column_major	V	V	V	V	V	V	V	V	V	V	V
Image format rgba32f	X	X	V	X	X	X	X	V	V	V	V
Image format rgba16f	X	X	V	X	X	X	X	V	V	V	V
Image format rg32f	X	X	X	X	X	X	X	V	V	V	V
Image format rg16f	X	X	X	X	X	X	X	V	V	V	V
Image format r11f_g11f_b10f	X	X	X	X	X	X	X	V	V	V	V
Image format r32f	X	X	V	X	X	X	X	V	V	V	V
Image format r16f	X	X	X	X	X	X	X	V	V	V	V
Image format rgba16	X	X	X	X	X	X	X	V	V	V	V
Image format rgb10_a2	X	X	X	X	X	X	X	V	V	V	V
Image format rgba8	X	X	V	X	X	X	X	V	V	V	V
Image format rg16	X	X	X	X	X	X	X	V	V	V	V
Image format rg8	X	X	X	X	X	X	X	V	V	V	V

Image format r16	X	X	X	X	X	X	X	V	V	V	V
Image format r8	X	X	X	X	X	X	X	V	V	V	V
Image format rgba16_snorm	X	X	X	X	X	X	X	V	V	V	V
Image format rgba8_snorm	X	X	V	X	X	X	X	V	V	V	V
Image format rg16_snorm	X	X	X	X	X	X	X	V	V	V	V
Image format rg8_snorm	X	X	X	X	X	X	X	V	V	V	V
Image format r16_snorm	X	X	X	X	X	X	X	V	V	V	V
Image format r8_snorm	X	X	X	X	X	X	X	V	V	V	V
Image format rgba32i	X	X	V	X	X	X	X	V	V	V	V
Image format rgba16i	X	X	V	X	X	X	X	V	V	V	V
Image format rgba8i	X	X	V	X	X	X	X	V	V	V	V
Image format rg32i	X	X	X	X	X	X	X	V	V	V	V
Image format rg16irg8ir32ir16ir8i	X	X	X	X	X	X	X	V	V	V	V
Image format rg16i	X	X	X	X	X	X	X	V	V	V	V
Image format rg8i	X	X	X	X	X	X	X	V	V	V	V
Image format r32i	X	X	V	X	X	X	X	V	V	V	V
Image format r16i	X	X	X	X	X	X	X	V	V	V	V
Image format r8i	X	X	X	X	X	X	X	V	V	V	V
Image format rgba32ui	X	X	V	X	X	X	X	V	V	V	V
Image format rgba16ui	X	X	V	X	X	X	X	V	V	V	V
Image format rgb10_a2ui	X	X	X	X	X	X	X	V	V	V	V
Image format rgba8ui	X	X	V	X	X	X	X	V	V	V	V
Image format rg32ui	X	X	X	X	X	X	X	V	V	V	V
Image format rg16ui	X	X	X	X	X	X	X	V	V	V	V
Image format rg8ui	X	X	X	X	X	X	X	V	V	V	V
Image format r32ui	X	X	V	X	X	X	X	V	V	V	V
Image format r16ui	X	X	X	X	X	X	X	V	V	V	V
Image format r8ui	X	X	X	X	X	X	X	V	V	V	V
coherent	X	X	V	X	X	X	X	V	V	V	V
volatile	X	X	V	X	X	X	X	V	V	V	V
restrict	X	X	V	X	X	X	X	V	V	V	V
readonly	X	X	V	X	X	X	X	V	V	V	V
writeonly	X	X	V	X	X	X	X	V	V	V	V
Trigonometry functions	V	V	V	V	V	V	V	V	V	V	V

Hyperbolic functions	V	V	V	V	V	V	V	V	V	V	V
Exponential functions	V	V	V	V	V	V	V	V	V	V	V
abs	V	V	V	V	V	V	V	V	V	V	V
sign	V	V	V	V	V	V	V	V	V	V	V
floor	V	V	V	V	V	V	V	V	V	V	V
trunc	X	V	V	V	V	V	V	V	V	V	V
round	X	V	V	V	V	V	V	V	V	V	V
roundEven	X	V	V	V	V	V	V	V	V	V	V
ceil	V	V	V	V	V	V	V	V	V	V	V
fract	V	V	V	V	V	V	V	V	V	V	V
mod	V	V	V	V	V	V	V	V	V	V	V
modf	X	V	V	V	V	V	V	V	V	V	V
min	V	V	V	V	V	V	V	V	V	V	V
max	V	V	V	V	V	V	V	V	V	V	V
clamp	V	V	V	V	V	V	V	V	V	V	V
mix	V	V	V	V	V	V	V	V	V	V	V
mix bool	X	V	V	V	V	V	V	V	V	V	V
step	V	V	V	V	V	V	V	V	V	V	V
smoothstep	V	V	V	V	V	V	V	V	V	V	V
isnan	X	V	V	V	V	V	V	V	V	V	V
isinf	X	V	V	V	V	V	V	V	V	V	V
floatBitsTo[U]Int	X	V	V	X	V	V	V	V	V	V	V
[u]intBitsToFloat	X	V	V	X	V	V	V	V	V	V	V
fma	X	X	X	X	X	V	V	V	V	V	V
frexp	X	X	V	X	X	V	V	V	V	V	V
ldexp	X	X	V	X	X	V	V	V	V	V	V
[un]packUnorm2x16	X	V	V	V	V	V	V	V	V	V	V
[un]packSnorm2x16	X	V	V	X	X	X	X	V	V	V	V
[un]packUnorm4x8	X	X	V	V	V	V	V	V	V	V	V
[un]packSnorm4x8	X	X	V	V	V	V	V	V	V	V	V
[un]packDouble2x32	X	X	X	X	X	V	V	V	V	V	V
[un]packHalf2x16	X	V	V	X	X	X	X	V	V	V	V
Geometric functions	V	V	V	V	V	V	V	V	V	V	V
matrixCompMult	V	V	V	V	V	V	V	V	V	V	V

Function										
outerProduct	X	V	V	V	V	V	V	V	V	V	V
transpose	X	V	V	V	V	V	V	V	V	V	V
determinant	X	V	V	V	V	V	V	V	V	V	V
inverse	X	V	V	V	V	V	V	V	V	V	V
Vector relational functions	V	V	V	V	V	V	V	V	V	V	V
Integer functions	X	X	V	X	X	V	V	V	V	V	V
texture	V	V	V	V	V	V	V	V	V	V	V
textureSize	X	V	V	V	V	V	V	V	V	V	V
textureQueryLod	X	X	X	X	X	V	V	V	V	V	V
textureQueryLevels	X	X	X	X	X	X	X	X	V	V	V
textureSamples	X	X	X	X	X	X	X	X	X	X	V
textureProj	V	V	V	V	V	V	V	V	V	V	V
textureLod	V	V	V	V	V	V	V	V	V	V	V
textureProjLod	V	V	V	V	V	V	V	V	V	V	V
textureCube	V	V	V	V	V	V	V	V	V	V	V
textureCubeLod	V	V	V	V	V	V	V	V	V	V	V
textureOffset	X	V	V	V	V	V	V	V	V	V	V
texelFetch	X	V	V	V	V	V	V	V	V	V	V
texelFetchOffset	X	V	V	V	V	V	V	V	V	V	V
textureProjOffset	X	V	V	V	V	V	V	V	V	V	V
textureLodOffset	X	V	V	V	V	V	V	V	V	V	V
textureProjLodOffset	X	V	V	V	V	V	V	V	V	V	V
textureGrad	X	V	V	V	V	V	V	V	V	V	V
textureGradOffset	X	V	V	V	V	V	V	V	V	V	V
textureProjGrad	X	V	V	V	V	V	V	V	V	V	V
textureProjGradOffset	X	V	V	V	V	V	V	V	V	V	V
textureGather	X	X	X	X	X	V	V	V	V	V	V
textureGatherOffset	X	X	X	X	X	V	V	V	V	V	V
atomicCounter	X	X	V	X	X	X	X	X	V	V	V
Atomic memory functions	X	X	V	X	X	X	X	X	V	V	V
imageSize	X	X	V	X	X	X	X	X	V	V	V
imageSamples	X	X	X	X	X	X	X	X	X	X	V
imageLoad	X	X	V	X	X	X	X	V	V	V	V
imageStore	X	X	V	X	X	X	X	V	V	V	V

imageAtomic*	X	X	X	X	X	X	X	V	V	V	V
dFdx/y - fwidth	X	V	V	V	V	V	V	V	V	V	V
dFdx/y - fwidth fine and coarse	X	X	X	X	X	X	X	X	X	X	V
interpolate*	X	X	X	V	V	V	V	V	V	V	V
Geometry shader functions	X	X	X	V	V	V	V	V	V	V	V
barrier	X	X	V	X	X	X	V	V	V	V	V
memoryBarrier*	X	X	V	X	X	X	X	V	V	V	V