

<u>INTEL conservative rasterization</u>	X	X	X	X	X	X	X	X
<u>AMD vertex shader viewport index</u>	X	X	X	X	X	X	X	X
<u>AMD vertex shader layer</u>	X	X	X	X	X	X	X	X
<u>AMD transform feedback4</u>	X	X	X	X	X	X	X	X
<u>AMD transform feedback3 lines triangles</u>	X	X	X	X	X	X	X	X
<u>AMD stencil operation extended</u>	X	X	X	X	X	X	X	X
<u>AMD sparse texture pool</u>	X	X	X	X	X	X	X	X
<u>AMD sparse texture</u>	X	X	X	X	X	X	X	X
<u>AMD shader trinary minmax</u>	X	X	X	X	X	X	X	X
<u>AMD shader stencil value export</u>	X	X	X	X	X	X	X	X
<u>AMD shader stencil export</u>	X	X	X	X	X	X	V	X
<u>AMD seamless cubemap per texture</u>	X	X	X	X	X	X	V	X
<u>AMD sample positions</u>	X	X	X	X	V	V	V	X
<u>AMD query buffer object</u>	X	X	X	X	X	X	X	X
<u>AMD pinned memory</u>	X	X	X	X	V	V	V	X
<u>AMD occlusion query event</u>	X	X	X	X	X	X	X	X
<u>AMD interleaved elements</u>	X	X	X	X	X	X	X	X
<u>AMD gpu shader int64</u>	X	X	X	X	X	X	X	X
<u>AMD gcn shader</u>	X	X	X	X	X	X	X	X
<u>AMD framebuffer sample positions</u>	X	X	X	X	X	X	X	X
<u>AMD blend minmax factor</u>	X	X	X	X	X	X	X	X
<u>ATI texture mirror once</u>	V	V	V	V	V	V	V	X
Support	32%	32%	32%	32%	17%	17%	21%	2%

OpenGL 4.4	G80	G8X	GT	GT21X	R600	RV670	RV700	SNB
<u>ARB buffer storage</u>	X	X	X	X	X	X	X	X
<u>ARB clear texture</u>	X	X	X	X	X	X	X	X
<u>ARB enhanced layouts</u>	V	V	V	V	X	X	X	X
<u>ARB multi bind</u>	V	V	V	V	X	X	X	X
<u>ARB query buffer object</u>	X	X	X	X	X	X	X	X
<u>ARB texture mirror clamp to edge</u>	V	V	V	V	X	X	X	X
<u>ARB texture stencil8</u>	V	V	V	V	X	X	X	X
<u>ARB vertex type 10f 11f 11f rev</u>	V	V	V	V	X	X	X	X
Support	63%	63%	63%	63%	0%	0%	0%	0%

OpenGL 4.3	G80	G8X	GT	GT21X	R600	RV670	RV700	SNB
<u>ARB vertex attrib binding</u>	V	V	V	V	X	X	X	X
<u>ARB texture view</u>	X	V	V	V	X	X	X	X
<u>ARB texture storage multisample</u>	V	V	V	V	X	X	X	X
<u>ARB texture query levels</u>	V	V	V	V	X	X	X	X
<u>ARB texture buffer range</u>	V	V	V	V	X	X	X	X
<u>ARB stencil texturing</u>	V	V	V	V	X	X	X	X
<u>ARB shader storage buffer object</u>	X	X	X	X	X	X	X	X
<u>ARB shader image size</u>	X	X	X	X	X	X	X	X
<u>ARB program interface query</u>	V	V	V	V	X	X	X	X
<u>ARB multi draw indirect</u>	X	X	X	X	X	X	X	X
<u>ARB invalidate subdata</u>	V	V	V	V	X	X	X	X
<u>ARB internalformat query2</u>	V	V	V	V	X	X	X	X
<u>ARB framebuffer no attachments</u>	V	V	V	V	X	X	X	X
<u>ARB fragment layer viewport</u>	V	V	V	V	X	X	X	X

<u>ARB_explicit_uniform_location</u>	V	V	V	V	X	X	X	X
<u>ARB_ES3_compatibility</u>	V	V	V	V	X	X	X	X
<u>KHR_debug</u>	V	V	V	V	X	X	X	X
<u>ARB_copy_image</u>	V	V	V	V	X	X	X	X
<u>ARB_compute_shader</u>	X	X	X	X	X	X	X	X
<u>ARB_clear_buffer_object</u>	V	V	V	V	X	X	X	X
<u>ARB_arrays_of_arrays</u>	V	V	V	V	X	X	X	X
Support	76%	81%	81%	81%	0%	0%	0%	0%

OpenGL 4.2	G80	G8X	GT	GT21X	R600	RV670	RV700	SNB
<u>ARB_transform_feedback_instanced</u>	X	X	X	X	V	V	V	X
<u>ARB_texture_compression_bptc</u>	X	X	X	X	X	X	X	X
<u>ARB_texture_storage</u>	V	V	V	V	V	V	V	X
<u>ARB_shading_language_packing</u>	V	V	V	V	V	V	V	X
<u>ARB_shading_language_420pack</u>	V	V	V	V	V	V	V	X
<u>ARB_shader_image_load_store</u>	X	X	X	X	X	X	X	X
<u>ARB_shader_atomic_counters</u>	X	X	X	X	X	X	X	X
<u>ARB_map_buffer_alignment</u>	V	V	V	V	V	V	V	X
<u>ARB_internalformat_query</u>	V	V	V	V	V	V	V	X
<u>ARB_conservative_depth</u>	V	V	V	V	V	V	V	X
<u>ARB_compressed_texture_pixel_storage</u>	V	V	V	V	V	V	V	X
<u>ARB_base_instance</u>	V	V	V	V	V	V	V	X
Support	67%	67%	67%	67%	75%	75%	75%	0%

OpenGL 4.1	G80	G8X	GT	GT21X	R600	RV670	RV700	SNB
<u>ARB_viewport_array</u>	V	V	V	V	V	V	V	X
<u>ARB_vertex_attrib_64bit</u>	X	X	X	X	X	X	X	X
<u>ARB_shader_precision</u>	X	X	X	X	V	V	V	X
<u>ARB_separate_shader_objects</u>	V	V	V	V	V	V	V	X
<u>ARB_get_program_binary</u>	V	V	V	V	V	V	V	X
<u>ARB_ES2_compatibility</u>	V	V	V	V	V	V	V	X
Support	67%	67%	67%	67%	83%	83%	83%	0%

OpenGL 4.0	G80	G8X	GT	GT21X	R600	RV670	RV700	SNB
<u>ARB_transform_feedback3</u>	X	X	X	X	V	V	V	X
<u>ARB_transform_feedback2</u>	X	X	V	V	V	V	V	X
<u>ARB_texture_query_lod</u>	X	X	X	V	X	X	V	V
<u>ARB_texture_gather</u>	X	X	X	V	X	V	V	X
<u>ARB_texture_cube_map_array</u>	X	X	X	V	X	V	V	X
<u>ARB_texture_buffer_object_rgb32</u>	X	X	X	X	V	V	V	X
<u>ARB_tessellation_shader</u>	X	X	X	X	X	X	X	X
<u>ARB_shader_subroutine</u>	X	X	X	X	X	X	X	X
<u>ARB_sample_shading</u>	X	X	X	V	X	V	V	X
<u>ARB_gpu_shader5</u>	X	X	X	X	X	X	X	X
<u>ARB_gpu_shader_fp64</u>	X	X	X	X	X	X	X	X
<u>ARB_draw_indirect</u>	X	X	X	X	X	X	X	X
<u>ARB_draw_buffers_blend</u>	X	X	X	V	V	V	V	X
Support	0%	0%	8%	46%	31%	54%	62%	8%

OpenGL 3.3	G80	G8X	GT	GT21X	R600	RV670	RV700	SNB
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<u>ARB_vertex_type_2_10_10_10_rev</u>	V	V	V	V	V	V	V	V
<u>ARB_timer_query</u>	V	V	V	V	V	V	V	V
<u>ARB_texture_swizzle</u>	V	V	V	V	V	V	V	X
<u>ARB_texture_rgb10_a2ui</u>	V	V	V	V	V	V	V	V
<u>ARB_shader_bit_encoding</u>	V	V	V	V	V	V	V	V
<u>ARB_sampler_objects</u>	V	V	V	V	V	V	V	V
<u>ARB_occlusion_query2</u>	V	V	V	V	V	V	V	V
<u>ARB_instanced_arrays</u>	V	V	V	V	V	V	V	V
<u>ARB_explicit_attrib_location</u>	V	V	V	V	V	V	V	V
<u>ARB_blend_func_extended</u>	V	V	V	V	V	V	V	X
Support	100%	100%	100%	100%	100%	100%	100%	80%

OpenGL 3.2	G80	G8X	GT	GT21X	R600	RV670	RV700	SNB
<u>ARB_vertex_array_bgra</u>	V	V	V	V	V	V	V	V
<u>ARB_texture_multisample</u>	V	V	V	V	V	V	V	X
<u>ARB_sync</u>	V	V	V	V	V	V	V	V
<u>ARB_seamless_cube_map</u>	V	V	V	V	V	V	V	V
<u>ARB_provoking_vertex</u>	V	V	V	V	V	V	V	V
<u>ARB_geometry_shader4</u>	V	V	V	V	V	V	V	X
<u>ARB_fragment_coord_conventions</u>	V	V	V	V	V	V	V	V
<u>ARB_depth_clamp</u>	V	V	V	V	V	V	V	V
<u>ARB_draw_elements_base_vertex</u>	V	V	V	V	V	V	V	V
Support	100%	100%	100%	100%	100%	100%	100%	78%

OpenGL 3.1	G80	G8X	GT	GT21X	R600	RV670	RV700	SNB
<u>ARB_uniform_buffer_object</u>	V	V	V	V	V	V	V	V
<u>EXT_texture_snorm</u>	V	V	V	V	V	V	V	V
<u>ARB_texture_rectangle</u>	V	V	V	V	V	V	V	V
<u>ARB_texture_buffer_object</u>	V	V	V	V	V	V	V	V
<u>NV_primitive_restart</u>	V	V	V	V	V	V	V	V
<u>ARB_draw_instanced</u>	V	V	V	V	V	V	V	V
<u>ARB_copy_buffer</u>	V	V	V	V	V	V	V	V
Support	100%	100%	100%	100%	100%	100%	100%	100%

OpenGL 3.0	G80	G8X	GT	GT21X	R600	RV670	RV700	SNB
<u>ARB_vertex_array_object</u>	V	V	V	V	V	V	V	V
<u>EXT_transform_feedback</u>	V	V	V	V	V	V	V	V
<u>ARB_texture_rg</u>	V	V	V	V	V	V	V	V
<u>EXT_texture_shared_exponent</u>	V	V	V	V	V	V	V	V
<u>EXT_texture_integer</u>	V	V	V	V	V	V	V	V
<u>ARB_texture_float</u>	V	V	V	V	V	V	V	V
<u>ARB_texture_compression_rgtc</u>	V	V	V	V	V	V	V	V
<u>EXT_texture_array</u>	V	V	V	V	V	V	V	V
<u>EXT_packed_float</u>	V	V	V	V	V	V	V	V
<u>EXT_packed_depth_stencil</u>	V	V	V	V	V	V	V	V
<u>ARB_map_buffer_range</u>	V	V	V	V	V	V	V	V
<u>ARB_half_float_vertex</u>	V	V	V	V	V	V	V	V
<u>ARB_half_float_pixel</u>	V	V	V	V	V	V	V	V
<u>EXT_gpu_shader4</u>	V	V	V	V	V	V	V	V
<u>ARB_framebuffer_sRGB</u>	V	V	V	V	V	V	V	V

