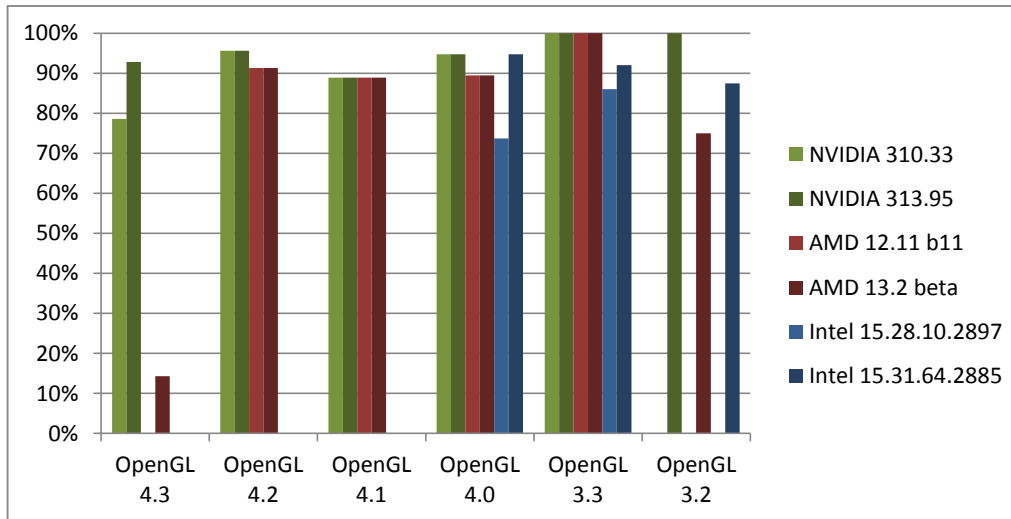


OpenGL Status - January 2013

G-Truc Creation

Vendor	NVIDIA		AMD		Intel	
Release date	28/11/2012	28/01/2012	04/12/2012	29/01/2013	07/12/2012	16/12/2012
Drivers version	310.64	313.95	12.11 beta 11	13.2 beta	15.28.10.2897	15.31.64.2885
Samples versions	4.3.1.0	4.3.2 branch	4.3.1.0	4.3.2 branch	4.3.1.0	4.3.2 branch

Summary	NVIDIA 310.33	NVIDIA 313.95	AMD 12.11 b11	AMD 13.2 beta	Intel 15.28.10.2	Intel 15.31.64.2885
OpenGL 4.3	79%	93%	0%	14%	0%	0%
OpenGL 4.2	96%	96%	91%	91%	0%	0%
OpenGL 4.1	89%	89%	89%	89%	0%	0%
OpenGL 4.0	95%	95%	89%	89%	74%	95%
OpenGL 3.3	100%	100%	100%	100%	86%	92%
OpenGL 3.2	0%	100%	0%	75%	0%	88%



OpenGL 4.3							
gl-430-atomic-counter	Pass	Pass	Unsupported	Unsupported	Unsupported	Unsupported	
gl-430-debug	Workaround	Workaround	Unsupported	Unsupported	Unsupported	Unsupported	
gl-430-draw-without-vertex-attrib	Pass	Pass	Unsupported	Unsupported	Unsupported	Unsupported	
gl-430-image-sampling	Pass	Pass	Unsupported	Unsupported	Unsupported	Unsupported	
gl-430-image-store	Workaround	Pass	Unsupported	Unsupported	Unsupported	Unsupported	
gl-430-interface-matching	Fail	Pass	Unsupported	Unsupported	Unsupported	Unsupported	
gl-430-multi-draw-indirect	Pass	Pass	Unsupported	Pass	Unsupported	Unsupported	
gl-430-program-compute	Pass	Pass	Unsupported	Unsupported	Unsupported	Unsupported	
gl-430-program-compute-image	Pass	Pass	Unsupported	Unsupported	Unsupported	Unsupported	
gl-430-program-subroutine	Pass	Pass	Unsupported	Unsupported	Unsupported	Unsupported	
gl-430-texture-buffer	Pass	Pass	Unsupported	Pass	Unsupported	Unsupported	
gl-430-texture-copy	Pass	Pass	Unsupported	Unsupported	Unsupported	Unsupported	
gl-430-texture-storage	Pass	Pass	Unsupported	Unsupported	Unsupported	Unsupported	
gl-430-texture-view	Pass	Pass	Unsupported	Unsupported	Unsupported	Unsupported	
Pass	11	13	0	2	0	0	0
Ok but not conform	0	0	0	0	0	0	0
Workaround	2	1	0	0	0	0	0
Fail	1	0	0	0	0	0	0
Unsupported	0	0	0	12	0	0	0
Sub-Total	14	14	0	14	0	0	0
%	79%	93%	0%	14%	0%	0%	0%

OpenGL 4.2							
gl-420-atomic-counter	Pass	Pass	Pass	Pass	Unsupported	Unsupported	
gl-420-buffer-uniform	Pass	Pass	Pass	Pass	Unsupported	Unsupported	
gl-420-clipping	Pass	Pass	Pass	Pass	Unsupported	Unsupported	
gl-420-debug-output	Pass	Pass	Pass	Pass	Unsupported	Unsupported	

gl-420-draw-base-instance	Pass	Pass	Pass	Pass	Unsupported	Unsupported
gl-420-draw-image-space-rendering	Pass	Pass	Pass	Pass	Unsupported	Unsupported
gl-420-fbo	Pass	Pass	Pass	Pass	Unsupported	Unsupported
gl-420-image-load	Pass	Pass	Pass	Pass	Unsupported	Unsupported
gl-420-image-store	Pass	Pass	Pass	Pass	Unsupported	Unsupported
gl-420-image-unpack	Pass	Pass	Pass	Pass	Unsupported	Unsupported
gl-420-interface-matching	Ok	Ok	Pass	Pass	Unsupported	Unsupported
gl-420-memory-barrier	Pass	Pass	Pass	Pass	Unsupported	Unsupported
gl-420-picking	Pass	Pass	Pass	Pass	Unsupported	Unsupported
gl-420-primitive-line-aa	Pass	Pass	Pass	Pass	Unsupported	Unsupported
gl-420-sampler-fetch	Pass	Pass	Pass	Pass	Unsupported	Unsupported
gl-420-test-depth-conservative	Pass	Pass	Pass	Pass	Unsupported	Unsupported
gl-420-texture-compressed	Pass	Pass	Pass	Pass	Unsupported	Unsupported
gl-420-texture-conversion	Pass	Pass	Fail	Fail	Unsupported	Unsupported
gl-420-texture-cube	Pass	Pass	Pass	Pass	Unsupported	Unsupported
gl-420-texture-pixel-store	Pass	Pass	Pass	Pass	Unsupported	Unsupported
gl-420-texture-shadow	Pass	Pass	Pass	Pass	Unsupported	Unsupported
gl-420-texture-storage	Workaround	Workaround	Workaround	Workaround	Unsupported	Unsupported
gl-420-transform-feedback-instanced	Pass	Pass	Pass	Pass	Unsupported	Unsupported
Pass	21	21	21	21	0	0
Ok but not conform	1	1	0	0	0	0
Workaround	1	1	1	1	0	0
Fail	0	0	1	1	0	0
Untested	0	0	0	0	0	0
Sub-Total	23	23	23	23	0	0
%	96%	96%	91%	91%	0%	0%

OpenGL 4.1

gl-410-fbo-layered	Pass	Pass	Pass	Pass	Unsupported	Unsupported
gl-410-primitive-instanced	Pass	Pass	Pass	Pass	Unsupported	Unsupported
gl-410-primitive-tessellation-2	Pass	Pass	Pass	Pass	Unsupported	Unsupported
gl-410-primitive-tessellation-5	Pass	Pass	Pass	Pass	Unsupported	Unsupported
gl-410-program-64	Pass	Pass	Pass	Pass	Unsupported	Unsupported

gl-410-program-binary	Pass	Pass	Pass	Pass	Unsupported	Unsupported
gl-410-program-separate	Pass	Pass	Pass	Pass	Unsupported	Unsupported
gl-410-sampler-custom	Pass	Pass	Pass	Pass	Unsupported	Unsupported
Pass	8	8	8	8	0	0
Ok but not conform	0	0	0	0	0	0
Workaround	1	1	1	1	1	1
Fail	0	0	0	0	0	0
Untested	0	0	0	0	0	0
Sub-Total	9	9	9	9	1	1
%	89%	89%	89%	89%	0%	0%

OpenGL 4.0

gl-400-blend-rtt	Pass	Pass	Pass	Pass	Pass	Pass
gl-400-draw-indirect	Pass	Pass	Pass	Pass	Fail	Pass
gl-400-fbo-layered	Pass	Pass	Pass	Pass	Fail	Pass
gl-400-fbo-multisample	Pass	Pass	Pass	Pass	Pass	Pass
gl-400-fbo-rtt	Pass	Pass	Pass	Pass	Fail	Pass
gl-400-fbo-rtt-texture-array	Pass	Pass	Pass	Pass	Fail	Pass
gl-400-primitive-instanced	Pass	Pass	Pass	Pass	Pass	Pass
gl-400-primitive-smooth-shading	Pass	Pass	Pass	Pass	Fail	Fail
gl-400-primitive-tessellation	Pass	Pass	Pass	Pass	Pass	Pass
gl-400-program-64	Pass	Pass	Pass	Pass	Pass	Pass
gl-400-program-subroutine	Pass	Pass	Fail	Fail	Pass	Pass
gl-400-program-varying-blocks	Pass	Pass	Pass	Pass	Pass	Pass
gl-400-program-varying-structs	Pass	Pass	Pass	Pass	Pass	Pass
gl-400-sampler-array	Pass	Pass	Pass	Pass	Pass	Pass
gl-400-sampler-fetch	Pass	Pass	Pass	Pass	Pass	Pass
gl-400-sampler-gather	Pass	Pass	Pass	Pass	Pass	Pass
gl-400-texture-buffer-rgb	Pass	Pass	Pass	Pass	Pass	Pass
gl-400-transform-feedback-object	Pass	Pass	Pass	Pass	Pass	Pass
gl-400-transform-feedback-stream	Workaround	Workaround	Workaround	Workaround	Pass	Pass
Pass	18	18	17	17	14	18
Ok but not conform	0	0	0	0	0	0

gl-330-query-timer	Pass	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-rasterizer-viewport	Pass	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-sampler-anisotropy-ext	Pass	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-sampler-fetch	Pass	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-sampler-filter	Pass	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-sampler-object	Pass	Pass	Pass	Pass	Fail	Fail	Fail
gl-330-sampler-offset	Pass	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-sampler-wrap	Pass	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-sync	Pass	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-test-scissor	Pass	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-texture-2d	Pass	Pass	Pass	Pass	Workaround	Workaround	Workaround
gl-330-texture-3d	Pass	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-texture-array	Pass	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-texture-buffer	Pass	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-texture-compressed-ext	Pass	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-texture-cube	Pass	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-texture-format	Pass	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-texture-integer	Pass	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-texture-pixel-store	Pass	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-texture-rect	Pass	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-texture-streaming	Pass	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-texture-swizzle	Pass	Pass	Pass	Pass	Pass	Pass	Pass
gl-330-transform-feedback-interleaved	Pass	Pass	Pass	Pass	Fail	Fail	Fail
gl-330-transform-feedback-separated	Pass	Pass	Pass	Pass	Pass	Pass	Pass
Pass	49	49	50	50	43	43	46
Ok but not conform	1	1	0	0	0	0	0
Workaround	0	0	0	0	1	1	1
Fail	0	0	0	0	6	6	3
Untested	0	0	0	0	0	0	0
Sub-Total	50	50	50	50	50	50	50
%	100%	100%	100%	100%	86%	86%	92%

OpenGL 3.2

320-draw-image-space		Pass		Pass		Pass
320-draw-instanced		Pass		Pass		Pass
320-draw-without-vertex-attrib		Pass		Pass		Pass
320-fbo		Pass		Pass		Pass
320-fbo-depth		Pass		Fail		Pass
320-fbo-depth-multisample		Pass		Fail		Fail
320-primitive-shading		Pass		Pass		Pass
320-texture-2d		Pass		Pass		Pass
Pass	0	8	0	6	0	7
Ok but not conform	0	0	0	0	0	0
Workaround	0	0	0	0	0	0
Fail	0	0	0	2	0	1
Untested	0	0	0	0	0	0
Sub-Total	0	8	0	8	0	8
%	0%	100%	0%	75%	0%	88%

Extensions						
gl-330-fbo-multisample-explicit-nv	Pass	Pass	Pass	Pass		
gl-400-sampler-array-nv	Pass	Pass				
gl-420-blend-op-amd			Pass	Pass		
gl-420-buffer-pinned-amd			Pass	Pass		
gl-420-fbo-layered-amd			Pass	Pass		
gl-420-fbo-multisample-dsa-nv	Pass	Pass				
gl-420-fbo-multisample-position-amd			Pass	Pass		
gl-420-fbo-srgb-decode-ext	Pass	Pass	Pass	Pass		
gl-420-primitive-bindless-nv	Pass	Pass				
gl-420-test-depth-clamp-separate-amd			Pass	Pass		
gl-420-texture-bindless-nv	Pass	Pass				
gl-420-texture-sparse-amd			Pass	Pass		
gl-430-direct-state-access-ext	Pass	Pass				
Pass	7	7	8	8	0	0
Ok but not conform	0	0	0	0	0	0
Workaround	0	0	0	0	0	0

Fail	0	0	0	0	0	0
Untested	0	0	0	0	0	0
Sub-Total	7	7	8	8	0	0
%	100%	100%	100%	100%	0%	0%

OpenGL ES 2.0

es-200-draw-elements	Pass	Pass			Pass	Pass
Pass	1	1	0	0	1	1
Ok but not conform	0	0	0	0	0	0
Workaround	0	0	0	0	0	0
Fail	0	0	0	0	0	0
Untested	0	0	0	0	0	0
Sub-Total	1	1	0	0	1	1
%	100%	100%	0%	0%	100%	100%