





<u>GL ARB texture compression bptc</u>	X	X	X	V	V	X	X	X	V	V	V	X
<u>GL ARB texture storage</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL ARB shading language packing</u>	V	V	V	V	V	V	V	V	V	V	V	X
<u>GL ARB shading language 420pack</u>	V	V	V	V	V	V	V	V	V	V	V	X
<u>GL ARB shader image load store</u>	X	X	X	V	V	X	X	X	V	V	V	X
<u>GL ARB shader atomic counters</u>	X	X	X	V	V	X	X	X	V	V	V	X
<u>GL ARB map buffer alignment</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL ARB internalformat query</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL ARB conservative depth</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL ARB compressed texture pixel storage</u>	V	V	V	V	V	V	V	V	V	V	V	X
<u>GL ARB base instance</u>	X	X	X	V	V	X	X	X	V	V	V	V
Support	58%	58%	58%	100%	100%	67%	67%	67%	100%	100%	100%	42%

OpenGL 4.1	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	Evergreen	N.I. Cayman	S.I.	HD 4000
<u>GL ARB viewport array</u>	V	V	V	V	V	V	V	V	V	V	V	X
<u>GL ARB vertex attrib 64bit</u>	X	X	X	V	V	X	X	X	V	V	V	X
<u>GL ARB shader precision</u>	X	X	X	V	V	V	V	V	V	V	V	X
<u>GL ARB separate shader objects</u>	V	V	V	V	V	V	V	V	V	V	V	X
<u>GL ARB get program binary</u>	V	V	V	V	V	V	V	V	V	V	V	X
<u>GL ARB ES2 compatibility</u>	V	V	V	V	V	V	V	V	V	V	V	V
Support	67%	67%	67%	100%	100%	83%	83%	83%	100%	100%	100%	17%

OpenGL 4.0	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	Evergreen	N.I. Cayman	S.I.	HD 4000
<u>GL ARB transform feedback3</u>	X	X	X	V	V	V	V	V	V	V	V	V
<u>GL ARB transform feedback2</u>	X	V	V	V	V	V	V	V	V	V	V	V
<u>GL ARB texture query lod</u>	X	X	V	V	V	X	X	V	V	V	V	V
<u>GL ARB texture gather</u>	X	X	V	V	V	X	V	V	V	V	V	V
<u>GL ARB texture cube map array</u>	X	X	V	V	V	X	V	V	V	V	V	V
<u>GL ARB texture buffer object rgb32</u>	X	X	X	V	V	V	V	V	V	V	V	V
<u>GL ARB tessellation shader</u>	X	X	X	V	V	X	X	X	V	V	V	V
<u>GL ARB shader subroutine</u>	X	X	X	V	V	X	X	X	V	V	V	V
<u>GL ARB sample shading</u>	X	X	V	V	V	X	V	V	V	V	V	V
<u>GL ARB gpu shader5</u>	X	X	X	V	V	X	X	X	V	V	V	V
<u>GL ARB gpu shader fp64</u>	X	X	X	V	V	X	X	X	V	V	V	V



<u>GL_NV_primitive_restart</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL_ARB_draw_instanced</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL_ARB_copy_buffer</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL_ARB_compatibility</u>	V	V	V	V	V	V	V	V	V	V	V	V
Support	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%

OpenGL 3.0	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	Evergreen	N.I. Cayman	S.I.	HD 4000
<u>GL_ARB_vertex_array_object</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL_EXT_transform_feedback</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL_ARB_texture_rg</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL_EXT_texture_shared_exponent</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL_EXT_texture_integer</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL_ARB_texture_float</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL_ARB_texture_compression_rgtc</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL_EXT_texture_array</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL_EXT_packed_float</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL_EXT_packed_depth_stencil</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL_ARB_map_buffer_range</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL_ARB_half_float_vertex</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL_ARB_half_float_pixel</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL_EXT_gpu_shader4</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL_ARB_framebuffer_sRGB</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL_ARB_framebuffer_object</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL_ARB_depth_buffer_float</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL_NV_conditional_render</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL_ARB_color_buffer_float</u>	V	V	V	V	V	V	V	V	V	V	V	V
Support	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%

OpenGL 2.1	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	Evergreen	N.I. Cayman	S.I.	HD 4000
<u>GL_EXT_texture_sRGB</u>	V	V	V	V	V	V	V	V	V	V	V	V
<u>GL_ARB_pixel_buffer_object</u>	V	V	V	V	V	V	V	V	V	V	V	V
Support	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%

OpenGL 2.0	G80	Tesla	GT21X	Fermi	Kepler	R600	RV670	RV700	Evergreen	N.I. Cayman	S.I.	HD 4000
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