

System Info

System:

Host: Iceburg Kernel: 7.0.0-28-generic arch: x86_64 bits: 64 compiler: gcc
v: 13.3.0

Desktop: Cinnamon v: 6.6.9 tk: GTK v: 3.24.41 wm: Muffin dm: LightDM

Distro: Linux Mint 22.3 Zena base: Ubuntu 24.04 noble

CPU:

Info: 6-core model: AMD Ryzen 5 5600H with Radeon Graphics bits: 64

type: MT MCP arch: Zen 3 rev: 0 cache: L1: 384 KiB L2: 3 MiB L3: 16 MiB

Speed (MHz): avg: 2351 high: 4142 min/max: 413/4281 boost: enabled cores:

1: 3393 2: 1109 3: 4142 4: 1109 5: 3680 6: 1109 7: 3292 8: 1109 9: 3668

10: 1109 11: 1109 12: 3392 bogomips: 79045

Flags: avx avx2 ht lm nx pae sse sse2 sse3 sse4_1 sse4_2 sse4a ssse3 svm

Graphics:

Device-1: NVIDIA GA107M [GeForce RTX 3050 Mobile] vendor: Dell

driver: nvidia v: 595.84 arch: Ampere pcie: speed: 8 GT/s lanes: 8 ports:

active: none off: HDMI-A-1 empty: none bus-ID: 01:00.0 chip-ID: 10de:25a2

Device-2: AMD Cezanne [Radeon Vega Series / Radeon Mobile Series]

vendor: Dell driver: amdgpu v: kernel arch: GCN-5 pcie: speed: 8 GT/s

lanes: 16 ports: active: eDP-1 empty: DP-1 bus-ID: 05:00.0

chip-ID: 1002:1638 temp: 39.0 C

Device-3: Realtek Integrated_Webcam_HD driver: uvcvideo type: USB rev: 2.0

speed: 480 Mb/s lanes: 1 bus-ID: 1-4:4 chip-ID: 0bda:565c

Display: x11 server: [X.Org](https://www.x.org/) v: 21.1.11 with: Xwayland v: 23.2.6 driver: X:

loaded: nvidia gpu: amdgpu,nv_platform,nvidia,nvidia-nvswitch display-ID: :0

screens: 1

Screen-1: 0 s-res: 2560x1440 s-dpi: 108

Monitor-1: HDMI-0 res: 2560x1440 dpi: 109 diag: 685mm (26.97")

API: EGL v: 1.5 platforms: device: 0 drv: nvidia device: 1 drv: radeonsi

device: 3 drv: swrast gbm: drv: radeonsi surfaceless: drv: nvidia x11:

drv: nvidia inactive: wayland,device-2

API: OpenGL v: 4.6.0 compat-v: 4.5 vendor: nvidia mesa v: 595.84

glx-v: 1.4 direct-render: yes renderer: NVIDIA GeForce RTX 3050 Laptop

GPU/PCIe/SSE2

API: Vulkan v: 1.3.275 surfaces: xcb,xlib device: 0 type: discrete-gpu

driver: N/A device-ID: 10de:25a2 device: 1 type: integrated-gpu driver: N/A

device-ID: 1002:1638 device: 2 type: cpu driver: N/A device-ID: 10005:0000

Audio:

Device-1: NVIDIA vendor: Dell driver: snd_hda_intel v: kernel pcie:

speed: 8 GT/s lanes: 8 bus-ID: 01:00.1 chip-ID: 10de:2291

Device-2: AMD Renoir Radeon High Definition Audio vendor: Dell

driver: snd_hda_intel v: kernel pcie: speed: 8 GT/s lanes: 16

bus-ID: 05:00.1 chip-ID: 1002:1637

Device-3: AMD ACP/ACP3X/ACP6x Audio Coprocessor vendor: Dell

driver: snd_rn_pci_acp3x v: kernel pcie: speed: 8 GT/s lanes: 16

bus-ID: 05:00.5 chip-ID: 1022:15e2

Device-4: AMD Family 17h/19h HD Audio vendor: Dell driver: snd_hda_intel

v: kernel pcie: speed: 8 GT/s lanes: 16 bus-ID: 05:00.6 chip-ID: 1022:15e3

Device-5: Razer USA Kraken Kitty V2

driver: razerkraken,snd-usb-audio,usbhid type: USB rev: 2.0 speed: 12 Mb/s

lanes: 1 bus-ID: 3-2:3 chip-ID: 1532:0560

API: ALSA v: k7.0.0-28-generic status: kernel-api

Server-1: PipeWire v: 1.0.5 status: active with: 1: pipewire-pulse

status: active 2: wireplumber status: active 3: pipewire-alsa type: plugin

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VULKANINFO

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Vulkan Instance Version: 1.3.275

glxinfo

name of display: :0

display: :0 screen: 0

direct rendering: Yes

server glx vendor string: NVIDIA Corporation

server glx version string: 1.4

server glx extensions:

GLX_ARB_context_flush_control, GLX_ARB_create_context,
GLX_ARB_create_context_no_error, GLX_ARB_create_context_profile,
GLX_ARB_create_context_robustness, GLX_ARB_fbconfig_float,
GLX_ARB_multisample, GLX_EXT_buffer_age,
GLX_EXT_create_context_es2_profile, GLX_EXT_create_context_es_profile,
GLX_EXT_framebuffer_sRGB, GLX_EXT_import_context, GLX_EXT_libglvnd,
GLX_EXT_stereo_tree, GLX_EXT_swap_control, GLX_EXT_swap_control_tear,
GLX_EXT_texture_from_pixmap, GLX_EXT_visual_info, GLX_EXT_visual_rating,
GLX_NV_copy_image, GLX_NV_delay_before_swap, GLX_NV_float_buffer,
GLX_NV_multigpu_context, GLX_NV_robustness_video_memory_purge,
GLX_SGIX_fbconfig, GLX_SGIX_pbuffer, GLX_SGI_swap_control,
GLX_SGI_video_sync

client glx vendor string: NVIDIA Corporation

client glx version string: 1.4

client glx extensions:

GLX_ARB_context_flush_control, GLX_ARB_create_context,
GLX_ARB_create_context_no_error, GLX_ARB_create_context_profile,
GLX_ARB_create_context_robustness, GLX_ARB_fbconfig_float,
GLX_ARB_get_proc_address, GLX_ARB_multisample, GLX_EXT_buffer_age,
GLX_EXT_create_context_es2_profile, GLX_EXT_create_context_es_profile,
GLX_EXT_fbconfig_packed_float, GLX_EXT_framebuffer_sRGB,
GLX_EXT_import_context, GLX_EXT_stereo_tree, GLX_EXT_swap_control,
GLX_EXT_swap_control_tear, GLX_EXT_texture_from_pixmap,
GLX_EXT_visual_info, GLX_EXT_visual_rating, GLX_NV_copy_buffer,
GLX_NV_copy_image, GLX_NV_delay_before_swap, GLX_NV_float_buffer,
GLX_NV_multigpu_context, GLX_NV_multisample_coverage,
GLX_NV_robustness_video_memory_purge, GLX_NV_swap_group,
GLX_SGIX_fbconfig, GLX_SGIX_pbuffer, GLX_SGI_swap_control,
GLX_SGI_video_sync

GLX version: 1.4

GLX extensions:

GLX_ARB_context_flush_control, GLX_ARB_create_context,
GLX_ARB_create_context_no_error, GLX_ARB_create_context_profile,
GLX_ARB_create_context_robustness, GLX_ARB_fbconfig_float,
GLX_ARB_get_proc_address, GLX_ARB_multisample, GLX_EXT_buffer_age,
GLX_EXT_create_context_es2_profile, GLX_EXT_create_context_es_profile,
GLX_EXT_framebuffer_sRGB, GLX_EXT_import_context, GLX_EXT_stereo_tree,
GLX_EXT_swap_control, GLX_EXT_swap_control_tear,

GLX_EXT_texture_from_pixmap, GLX_EXT_visual_info, GLX_EXT_visual_rating,
GLX_NV_copy_image, GLX_NV_delay_before_swap, GLX_NV_float_buffer,
GLX_NV_multigpu_context, GLX_NV_robustness_video_memory_purge,
GLX_SGIX_fbconfig, GLX_SGIX_pbuffer, GLX_SGI_swap_control,
GLX_SGI_video_sync

Memory info (GL_NVX_gpu_memory_info):

Dedicated video memory: 4096 MB

Total available memory: 4096 MB

Currently available dedicated video memory: 2558 MB

OpenGL vendor string: NVIDIA Corporation

OpenGL renderer string: NVIDIA GeForce RTX 3050 Laptop GPU/PCIe/SSE2

OpenGL core profile version string: 4.6.0 NVIDIA 595.84

OpenGL core profile shading language version string: 4.60 NVIDIA

OpenGL core profile context flags: (none)

OpenGL core profile profile mask: core profile

OpenGL core profile extensions:

GL_AMD_multi_draw_indirect, GL_AMD_seamless_cubemap_per_texture,
GL_AMD_vertex_shader_layer, GL_AMD_vertex_shader_viewport_index,
GL_ARB_ES2_compatibility, GL_ARB_ES3_1_compatibility,
GL_ARB_ES3_2_compatibility, GL_ARB_ES3_compatibility,
GL_ARB_arrays_of_arrays, GL_ARB_base_instance, GL_ARB_bindless_texture,
GL_ARB_blend_func_extended, GL_ARB_buffer_storage,
GL_ARB_clear_buffer_object, GL_ARB_clear_texture, GL_ARB_clip_control,
GL_ARB_color_buffer_float, GL_ARB_compressed_texture_pixel_storage,
GL_ARB_compute_shader, GL_ARB_compute_variable_group_size,
GL_ARB_conditional_render_inverted, GL_ARB_conservative_depth,
GL_ARB_copy_buffer, GL_ARB_copy_image, GL_ARB_cull_distance,
GL_ARB_debug_output, GL_ARB_depth_buffer_float, GL_ARB_depth_clamp,
GL_ARB_depth_texture, GL_ARB_derivative_control,
GL_ARB_direct_state_access, GL_ARB_draw_buffers,
GL_ARB_draw_buffers_blend, GL_ARB_draw_elements_base_vertex,
GL_ARB_draw_indirect, GL_ARB_draw_instanced, GL_ARB_enhanced_layouts,
GL_ARB_explicit_attrib_location, GL_ARB_explicit_uniform_location,
GL_ARB_fragment_coord_conventions, GL_ARB_fragment_layer_viewport,
GL_ARB_fragment_program, GL_ARB_fragment_program_shadow,
GL_ARB_fragment_shader, GL_ARB_fragment_shader_interlock,
GL_ARB_framebuffer_no_attachments, GL_ARB_framebuffer_object,
GL_ARB_framebuffer_sRGB, GL_ARB_geometry_shader4,
GL_ARB_get_program_binary, GL_ARB_get_texture_sub_image, GL_ARB_gl_spirv,
GL_ARB_gpu_shader5, GL_ARB_gpu_shader_fp64, GL_ARB_gpu_shader_int64,
GL_ARB_half_float_pixel, GL_ARB_half_float_vertex, GL_ARB_imaging,
GL_ARB_indirect_parameters, GL_ARB_instanced_arrays,
GL_ARB_internalformat_query, GL_ARB_internalformat_query2,
GL_ARB_invalidate_subdata, GL_ARB_map_buffer_alignment,

GL_ARB_map_buffer_range, GL_ARB_multi_bind, GL_ARB_multi_draw_indirect,
GL_ARB_multisample, GL_ARB_multitexture, GL_ARB_occlusion_query,
GL_ARB_occlusion_query2, GL_ARB_parallel_shader_compile,
GL_ARB_pipeline_statistics_query, GL_ARB_pixel_buffer_object,
GL_ARB_point_parameters, GL_ARB_point_sprite, GL_ARB_polygon_offset_clamp,
GL_ARB_post_depth_coverage, GL_ARB_program_interface_query,
GL_ARB_provoking_vertex, GL_ARB_query_buffer_object,
GL_ARB_robust_buffer_access_behavior, GL_ARB_robustness,
GL_ARB_sample_locations, GL_ARB_sample_shading, GL_ARB_sampler_objects,
GL_ARB_seamless_cube_map, GL_ARB_seamless_cubemap_per_texture,
GL_ARB_separate_shader_objects, GL_ARB_shader_atomic_counter_ops,
GL_ARB_shader_atomic_counters, GL_ARB_shader_ballot,
GL_ARB_shader_bit_encoding, GL_ARB_shader_clock,
GL_ARB_shader_draw_parameters, GL_ARB_shader_group_vote,
GL_ARB_shader_image_load_store, GL_ARB_shader_image_size,
GL_ARB_shader_objects, GL_ARB_shader_precision,
GL_ARB_shader_storage_buffer_object, GL_ARB_shader_subroutine,
GL_ARB_shader_texture_image_samples, GL_ARB_shader_texture_lod,
GL_ARB_shader_viewport_layer_array, GL_ARB_shading_language_100,
GL_ARB_shading_language_420pack, GL_ARB_shading_language_include,
GL_ARB_shading_language_packing, GL_ARB_shadow, GL_ARB_sparse_buffer,
GL_ARB_sparse_texture, GL_ARB_sparse_texture2,
GL_ARB_sparse_texture_clamp, GL_ARB_spirv_extensions,
GL_ARB_stencil_texturing, GL_ARB_sync, GL_ARB_tessellation_shader,
GL_ARB_texture_barrier, GL_ARB_texture_border_clamp,
GL_ARB_texture_buffer_object, GL_ARB_texture_buffer_object_rgb32,
GL_ARB_texture_buffer_range, GL_ARB_texture_compression,
GL_ARB_texture_compression_bptc, GL_ARB_texture_compression_rgtc,
GL_ARB_texture_cube_map, GL_ARB_texture_cube_map_array,
GL_ARB_texture_env_add, GL_ARB_texture_env_combine,
GL_ARB_texture_env_crossbar, GL_ARB_texture_env_dot3,
GL_ARB_texture_filter_anisotropic, GL_ARB_texture_filter_minmax,
GL_ARB_texture_float, GL_ARB_texture_gather,
GL_ARB_texture_mirror_clamp_to_edge, GL_ARB_texture_mirrored_repeat,
GL_ARB_texture_multisample, GL_ARB_texture_non_power_of_two,
GL_ARB_texture_query_levels, GL_ARB_texture_query_lod,
GL_ARB_texture_rectangle, GL_ARB_texture_rg, GL_ARB_texture_rgb10_a2ui,
GL_ARB_texture_stencil8, GL_ARB_texture_storage,
GL_ARB_texture_storage_multisample, GL_ARB_texture_swizzle,
GL_ARB_texture_view, GL_ARB_timer_query, GL_ARB_transform_feedback2,
GL_ARB_transform_feedback3, GL_ARB_transform_feedback_instanced,
GL_ARB_transform_feedback_overflow_query, GL_ARB_transpose_matrix,
GL_ARB_uniform_buffer_object, GL_ARB_vertex_array_bgra,
GL_ARB_vertex_array_object, GL_ARB_vertex_attrib_64bit,

GL_ARB_vertex_attrib_binding, GL_ARB_vertex_buffer_object,
GL_ARB_vertex_program, GL_ARB_vertex_shader,
GL_ARB_vertex_type_10f_11f_11f_rev, GL_ARB_vertex_type_2_10_10_10_rev,
GL_ARB_viewport_array, GL_ARB_window_pos, GL_ATI_draw_buffers,
GL_ATI_texture_float, GL_ATI_texture_mirror_once,
GL_EXTX_framebuffer_mixed_formats, GL_EXT_Cg_shader, GL_EXT_abgr,
GL_EXT_bgra, GL_EXT_bindable_uniform, GL_EXT_blend_color,
GL_EXT_blend_equation_separate, GL_EXT_blend_func_separate,
GL_EXT_blend_minmax, GL_EXT_blend_subtract, GL_EXT_compiled_vertex_array,
GL_EXT_depth_bounds_test, GL_EXT_direct_state_access,
GL_EXT_draw_buffers2, GL_EXT_draw_instanced, GL_EXT_draw_range_elements,
GL_EXT_fog_coord, GL_EXT_framebuffer_blit, GL_EXT_framebuffer_multisample,
GL_EXT_framebuffer_multisample_blit_scaled, GL_EXT_framebuffer_object,
GL_EXT_framebuffer_sRGB, GL_EXT_geometry_shader4,
GL_EXT_gpu_program_parameters, GL_EXT_gpu_shader4,
GL_EXT_import_sync_object, GL_EXT_memory_object, GL_EXT_memory_object_fd,
GL_EXT_multi_draw_arrays, GL_EXT_multiview_texture_multisample,
GL_EXT_multiview_timer_query, GL_EXT_packed_depth_stencil,
GL_EXT_packed_float, GL_EXT_packed_pixels, GL_EXT_pixel_buffer_object,
GL_EXT_point_parameters, GL_EXT_polygon_offset_clamp,
GL_EXT_post_depth_coverage, GL_EXT_provoking_vertex,
GL_EXT_raster_multisample, GL_EXT_rescale_normal, GL_EXT_secondary_color,
GL_EXT_semaphore, GL_EXT_semaphore_fd, GL_EXT_separate_shader_objects,
GL_EXT_separate_specular_color, GL_EXT_shader_image_load_formatted,
GL_EXT_shader_image_load_store, GL_EXT_shader_integer_mix,
GL_EXT_shadow_funcs, GL_EXT_sparse_texture2, GL_EXT_stencil_two_side,
GL_EXT_stencil_wrap, GL_EXT_texture3D, GL_EXT_texture_array,
GL_EXT_texture_buffer_object, GL_EXT_texture_compression_dxt1,
GL_EXT_texture_compression_latc, GL_EXT_texture_compression_rgtc,
GL_EXT_texture_compression_s3tc, GL_EXT_texture_cube_map,
GL_EXT_texture_edge_clamp, GL_EXT_texture_env_add,
GL_EXT_texture_env_combine, GL_EXT_texture_env_dot3,
GL_EXT_texture_filter_anisotropic, GL_EXT_texture_filter_minmax,
GL_EXT_texture_integer, GL_EXT_texture_lod, GL_EXT_texture_lod_bias,
GL_EXT_texture_mirror_clamp, GL_EXT_texture_object, GL_EXT_texture_sRGB,
GL_EXT_texture_sRGB_R8, GL_EXT_texture_sRGB_decode,
GL_EXT_texture_shadow_lod, GL_EXT_texture_shared_exponent,
GL_EXT_texture_storage, GL_EXT_texture_swizzle, GL_EXT_timer_query,
GL_EXT_transform_feedback2, GL_EXT_vertex_array, GL_EXT_vertex_array_bgra,
GL_EXT_vertex_attrib_64bit, GL_EXT_window_rectangles,
GL_EXT_x11_sync_object, GL_IBM_rasterpos_clip,
GL_IBM_texture_mirrored_repeat, GL_KHR_blend_equation_advanced,
GL_KHR_blend_equation_advanced_coherent, GL_KHR_context_flush_control,
GL_KHR_debug, GL_KHR_no_error, GL_KHR_parallel_shader_compile,

GL_KHR_robust_buffer_access_behavior, GL_KHR_robustness,
GL_KHR_shader_subgroup, GL_KTX_buffer_region,
GL_NVX_blend_equation_advanced_multi_draw_buffers,
GL_NVX_conditional_render, GL_NVX_gpu_memory_info, GL_NVX_nvenc_interop,
GL_NVX_progress_fence, GL_NV_ES1_1_compatibility,
GL_NV_ES3_1_compatibility, GL_NV_alpha_to_coverage_dither_control,
GL_NV_bindless_multi_draw_indirect,
GL_NV_bindless_multi_draw_indirect_count, GL_NV_bindless_texture,
GL_NV_blend_equation_advanced, GL_NV_blend_equation_advanced_coherent,
GL_NV_blend_minmax_factor, GL_NV_blend_square, GL_NV_clip_space_w_scaling,
GL_NV_command_list, GL_NV_compute_program5,
GL_NV_compute_shader_derivatives, GL_NV_conditional_render,
GL_NV_conservative_raster, GL_NV_conservative_raster_dilate,
GL_NV_conservative_raster_pre_snap,
GL_NV_conservative_raster_pre_snap_triangles,
GL_NV_conservative_raster_underestimation, GL_NV_copy_depth_to_color,
GL_NV_copy_image, GL_NV_depth_buffer_float, GL_NV_depth_clamp,
GL_NV_draw_texture, GL_NV_draw_vulkan_image, GL_NV_explicit_multisample,
GL_NV_feature_query, GL_NV_fence, GL_NV_fill_rectangle,
GL_NV_float_buffer, GL_NV_fog_distance, GL_NV_fragment_coverage_to_color,
GL_NV_fragment_program, GL_NV_fragment_program2,
GL_NV_fragment_program_option, GL_NV_fragment_shader_barycentric,
GL_NV_fragment_shader_interlock, GL_NV_framebuffer_mixed_samples,
GL_NV_framebuffer_multisample_coverage, GL_NV_geometry_shader4,
GL_NV_geometry_shader_passthrough, GL_NV_gpu_multicast,
GL_NV_gpu_program4, GL_NV_gpu_program4_1, GL_NV_gpu_program5,
GL_NV_gpu_program5_mem_extended, GL_NV_gpu_program_fp64,
GL_NV_gpu_program_multiview, GL_NV_gpu_shader5, GL_NV_half_float,
GL_NV_internalformat_sample_query, GL_NV_light_max_exponent,
GL_NV_memory_attachment, GL_NV_memory_object_sparse, GL_NV_mesh_shader,
GL_NV_multisample_coverage, GL_NV_multisample_filter_hint,
GL_NV_occlusion_query, GL_NV_packed_depth_stencil,
GL_NV_parameter_buffer_object, GL_NV_parameter_buffer_object2,
GL_NV_path_rendering, GL_NV_path_rendering_shared_edge,
GL_NV_pixel_data_range, GL_NV_point_sprite, GL_NV_primitive_restart,
GL_NV_primitive_shading_rate, GL_NV_query_resource,
GL_NV_query_resource_tag, GL_NV_register_combiners,
GL_NV_register_combiners2, GL_NV_representative_fragment_test,
GL_NV_robustness_video_memory_purge, GL_NV_sample_locations,
GL_NV_sample_mask_override_coverage, GL_NV_scissor_exclusive,
GL_NV_shader_atomic_counters, GL_NV_shader_atomic_float,
GL_NV_shader_atomic_float64, GL_NV_shader_atomic_fp16_vector,
GL_NV_shader_atomic_int64, GL_NV_shader_buffer_load,
GL_NV_shader_storage_buffer_object, GL_NV_shader_subgroup_partitioned,

GL_NV_shader_texture_footprint, GL_NV_shader_thread_group,
GL_NV_shader_thread_shuffle, GL_NV_shading_rate_image,
GL_NV_stereo_view_rendering, GL_NV_texgen_reflection,
GL_NV_texture_barrier, GL_NV_texture_compression_vtc,
GL_NV_texture_dirty_tile_map, GL_NV_texture_env_combine4,
GL_NV_texture_multisample, GL_NV_texture_rectangle,
GL_NV_texture_rectangle_compressed, GL_NV_texture_shader,
GL_NV_texture_shader2, GL_NV_texture_shader3, GL_NV_timeline_semaphore,
GL_NV_transform_feedback, GL_NV_transform_feedback2,
GL_NV_uniform_buffer_std430_layout, GL_NV_uniform_buffer_unified_memory,
GL_NV_vdpau_interop, GL_NV_vdpau_interop2, GL_NV_vertex_array_range,
GL_NV_vertex_array_range2, GL_NV_vertex_attrib_integer_64bit,
GL_NV_vertex_buffer_unified_memory, GL_NV_vertex_program,
GL_NV_vertex_program1_1, GL_NV_vertex_program2,
GL_NV_vertex_program2_option, GL_NV_vertex_program3,
GL_NV_viewport_array2, GL_NV_viewport_swizzle, GL_OVR_multiview,
GL_OVR_multiview2, GL_S3_s3tc, GL_SGIS_generate_mipmap,
GL_SGIS_texture_lod, GL_SGIX_depth_texture, GL_SGIX_shadow,
GL_SUN_slice_accum

OpenGL version string: 4.6.0 NVIDIA 595.84

OpenGL shading language version string: 4.60 NVIDIA

OpenGL context flags: (none)

OpenGL profile mask: (none)

OpenGL extensions:

GL_AMD_multi_draw_indirect, GL_AMD_seamless_cubemap_per_texture,
GL_AMD_vertex_shader_layer, GL_AMD_vertex_shader_viewport_index,
GL_ARB_ES2_compatibility, GL_ARB_ES3_1_compatibility,
GL_ARB_ES3_2_compatibility, GL_ARB_ES3_compatibility,
GL_ARB_arrays_of_arrays, GL_ARB_base_instance, GL_ARB_bindless_texture,
GL_ARB_blend_func_extended, GL_ARB_buffer_storage,
GL_ARB_clear_buffer_object, GL_ARB_clear_texture, GL_ARB_clip_control,
GL_ARB_color_buffer_float, GL_ARB_compatibility,
GL_ARB_compressed_texture_pixel_storage, GL_ARB_compute_shader,
GL_ARB_compute_variable_group_size, GL_ARB_conditional_render_inverted,
GL_ARB_conservative_depth, GL_ARB_copy_buffer, GL_ARB_copy_image,
GL_ARB_cull_distance, GL_ARB_debug_output, GL_ARB_depth_buffer_float,
GL_ARB_depth_clamp, GL_ARB_depth_texture, GL_ARB_derivative_control,
GL_ARB_direct_state_access, GL_ARB_draw_buffers,
GL_ARB_draw_buffers_blend, GL_ARB_draw_elements_base_vertex,
GL_ARB_draw_indirect, GL_ARB_draw_instanced, GL_ARB_enhanced_layouts,
GL_ARB_explicit_attrib_location, GL_ARB_explicit_uniform_location,
GL_ARB_fragment_coord_conventions, GL_ARB_fragment_layer_viewport,
GL_ARB_fragment_program, GL_ARB_fragment_program_shadow,

GL_ARB_fragment_shader, GL_ARB_fragment_shader_interlock,
GL_ARB_framebuffer_no_attachments, GL_ARB_framebuffer_object,
GL_ARB_framebuffer_sRGB, GL_ARB_geometry_shader4,
GL_ARB_get_program_binary, GL_ARB_get_texture_sub_image, GL_ARB_gl_spirv,
GL_ARB_gpu_shader5, GL_ARB_gpu_shader_fp64, GL_ARB_gpu_shader_int64,
GL_ARB_half_float_pixel, GL_ARB_half_float_vertex, GL_ARB_imaging,
GL_ARB_indirect_parameters, GL_ARB_instanced_arrays,
GL_ARB_internalformat_query, GL_ARB_internalformat_query2,
GL_ARB_invalidate_subdata, GL_ARB_map_buffer_alignment,
GL_ARB_map_buffer_range, GL_ARB_multi_bind, GL_ARB_multi_draw_indirect,
GL_ARB_multisample, GL_ARB_multitexture, GL_ARB_occlusion_query,
GL_ARB_occlusion_query2, GL_ARB_parallel_shader_compile,
GL_ARB_pipeline_statistics_query, GL_ARB_pixel_buffer_object,
GL_ARB_point_parameters, GL_ARB_point_sprite, GL_ARB_polygon_offset_clamp,
GL_ARB_post_depth_coverage, GL_ARB_program_interface_query,
GL_ARB_provoking_vertex, GL_ARB_query_buffer_object,
GL_ARB_robust_buffer_access_behavior, GL_ARB_robustness,
GL_ARB_sample_locations, GL_ARB_sample_shading, GL_ARB_sampler_objects,
GL_ARB_seamless_cube_map, GL_ARB_seamless_cubemap_per_texture,
GL_ARB_separate_shader_objects, GL_ARB_shader_atomic_counter_ops,
GL_ARB_shader_atomic_counters, GL_ARB_shader_ballot,
GL_ARB_shader_bit_encoding, GL_ARB_shader_clock,
GL_ARB_shader_draw_parameters, GL_ARB_shader_group_vote,
GL_ARB_shader_image_load_store, GL_ARB_shader_image_size,
GL_ARB_shader_objects, GL_ARB_shader_precision,
GL_ARB_shader_storage_buffer_object, GL_ARB_shader_subroutine,
GL_ARB_shader_texture_image_samples, GL_ARB_shader_texture_lod,
GL_ARB_shader_viewport_layer_array, GL_ARB_shading_language_100,
GL_ARB_shading_language_420pack, GL_ARB_shading_language_include,
GL_ARB_shading_language_packing, GL_ARB_shadow, GL_ARB_sparse_buffer,
GL_ARB_sparse_texture, GL_ARB_sparse_texture2,
GL_ARB_sparse_texture_clamp, GL_ARB_spirv_extensions,
GL_ARB_stencil_texturing, GL_ARB_sync, GL_ARB_tessellation_shader,
GL_ARB_texture_barrier, GL_ARB_texture_border_clamp,
GL_ARB_texture_buffer_object, GL_ARB_texture_buffer_object_rgb32,
GL_ARB_texture_buffer_range, GL_ARB_texture_compression,
GL_ARB_texture_compression_bptc, GL_ARB_texture_compression_rgtc,
GL_ARB_texture_cube_map, GL_ARB_texture_cube_map_array,
GL_ARB_texture_env_add, GL_ARB_texture_env_combine,
GL_ARB_texture_env_crossbar, GL_ARB_texture_env_dot3,
GL_ARB_texture_filter_anisotropic, GL_ARB_texture_filter_minmax,
GL_ARB_texture_float, GL_ARB_texture_gather,
GL_ARB_texture_mirror_clamp_to_edge, GL_ARB_texture_mirrored_repeat,
GL_ARB_texture_multisample, GL_ARB_texture_non_power_of_two,

GL_ARB_texture_query_levels, GL_ARB_texture_query_lod,
GL_ARB_texture_rectangle, GL_ARB_texture_rg, GL_ARB_texture_rgb10_a2ui,
GL_ARB_texture_stencil8, GL_ARB_texture_storage,
GL_ARB_texture_storage_multisample, GL_ARB_texture_swizzle,
GL_ARB_texture_view, GL_ARB_timer_query, GL_ARB_transform_feedback2,
GL_ARB_transform_feedback3, GL_ARB_transform_feedback_instanced,
GL_ARB_transform_feedback_overflow_query, GL_ARB_transpose_matrix,
GL_ARB_uniform_buffer_object, GL_ARB_vertex_array_bgra,
GL_ARB_vertex_array_object, GL_ARB_vertex_attrib_64bit,
GL_ARB_vertex_attrib_binding, GL_ARB_vertex_buffer_object,
GL_ARB_vertex_program, GL_ARB_vertex_shader,
GL_ARB_vertex_type_10f_11f_11f_rev, GL_ARB_vertex_type_2_10_10_10_rev,
GL_ARB_viewport_array, GL_ARB_window_pos, GL_ATI_draw_buffers,
GL_ATI_texture_float, GL_ATI_texture_mirror_once,
GL_EXTX_framebuffer_mixed_formats, GL_EXT_Cg_shader, GL_EXT_abgr,
GL_EXT_bgra, GL_EXT_bindable_uniform, GL_EXT_blend_color,
GL_EXT_blend_equation_separate, GL_EXT_blend_func_separate,
GL_EXT_blend_minmax, GL_EXT_blend_subtract, GL_EXT_compiled_vertex_array,
GL_EXT_depth_bounds_test, GL_EXT_direct_state_access,
GL_EXT_draw_buffers2, GL_EXT_draw_instanced, GL_EXT_draw_range_elements,
GL_EXT_fog_coord, GL_EXT_framebuffer_blit, GL_EXT_framebuffer_multisample,
GL_EXT_framebuffer_multisample_blit_scaled, GL_EXT_framebuffer_object,
GL_EXT_framebuffer_sRGB, GL_EXT_geometry_shader4,
GL_EXT_gpu_program_parameters, GL_EXT_gpu_shader4,
GL_EXT_import_sync_object, GL_EXT_memory_object, GL_EXT_memory_object_fd,
GL_EXT_multi_draw_arrays, GL_EXT_multiview_texture_multisample,
GL_EXT_multiview_timer_query, GL_EXT_packed_depth_stencil,
GL_EXT_packed_float, GL_EXT_packed_pixels, GL_EXT_pixel_buffer_object,
GL_EXT_point_parameters, GL_EXT_polygon_offset_clamp,
GL_EXT_post_depth_coverage, GL_EXT_provoking_vertex,
GL_EXT_raster_multisample, GL_EXT_rescale_normal, GL_EXT_secondary_color,
GL_EXT_semaphore, GL_EXT_semaphore_fd, GL_EXT_separate_shader_objects,
GL_EXT_separate_specular_color, GL_EXT_shader_image_load_formatted,
GL_EXT_shader_image_load_store, GL_EXT_shader_integer_mix,
GL_EXT_shadow_funcs, GL_EXT_sparse_texture2, GL_EXT_stencil_two_side,
GL_EXT_stencil_wrap, GL_EXT_texture3D, GL_EXT_texture_array,
GL_EXT_texture_buffer_object, GL_EXT_texture_compression_dxt1,
GL_EXT_texture_compression_latc, GL_EXT_texture_compression_rgtc,
GL_EXT_texture_compression_s3tc, GL_EXT_texture_cube_map,
GL_EXT_texture_edge_clamp, GL_EXT_texture_env_add,
GL_EXT_texture_env_combine, GL_EXT_texture_env_dot3,
GL_EXT_texture_filter_anisotropic, GL_EXT_texture_filter_minmax,
GL_EXT_texture_integer, GL_EXT_texture_lod, GL_EXT_texture_lod_bias,
GL_EXT_texture_mirror_clamp, GL_EXT_texture_object, GL_EXT_texture_sRGB,

GL_EXT_texture_sRGB_R8, GL_EXT_texture_sRGB_decode,
GL_EXT_texture_shadow_lod, GL_EXT_texture_shared_exponent,
GL_EXT_texture_storage, GL_EXT_texture_swizzle, GL_EXT_timer_query,
GL_EXT_transform_feedback2, GL_EXT_vertex_array, GL_EXT_vertex_array_bgra,
GL_EXT_vertex_attrib_64bit, GL_EXT_window_rectangles,
GL_EXT_x11_sync_object, GL_IBM_rasterpos_clip,
GL_IBM_texture_mirrored_repeat, GL_KHR_blend_equation_advanced,
GL_KHR_blend_equation_advanced_coherent, GL_KHR_context_flush_control,
GL_KHR_debug, GL_KHR_no_error, GL_KHR_parallel_shader_compile,
GL_KHR_robust_buffer_access_behavior, GL_KHR_robustness,
GL_KHR_shader_subgroup, GL_KTX_buffer_region,
GL_NVX_blend_equation_advanced_multi_draw_buffers,
GL_NVX_conditional_render, GL_NVX_gpu_memory_info, GL_NVX_nvenc_interop,
GL_NVX_progress_fence, GL_NV_ES1_1_compatibility,
GL_NV_ES3_1_compatibility, GL_NV_alpha_to_coverage_dither_control,
GL_NV_bindless_multi_draw_indirect,
GL_NV_bindless_multi_draw_indirect_count, GL_NV_bindless_texture,
GL_NV_blend_equation_advanced, GL_NV_blend_equation_advanced_coherent,
GL_NV_blend_minmax_factor, GL_NV_blend_square, GL_NV_clip_space_w_scaling,
GL_NV_command_list, GL_NV_compute_program5,
GL_NV_compute_shader_derivatives, GL_NV_conditional_render,
GL_NV_conservative_raster, GL_NV_conservative_raster_dilate,
GL_NV_conservative_raster_pre_snap,
GL_NV_conservative_raster_pre_snap_triangles,
GL_NV_conservative_raster_underestimation, GL_NV_copy_depth_to_color,
GL_NV_copy_image, GL_NV_depth_buffer_float, GL_NV_depth_clamp,
GL_NV_draw_texture, GL_NV_draw_vulkan_image, GL_NV_explicit_multisample,
GL_NV_feature_query, GL_NV_fence, GL_NV_fill_rectangle,
GL_NV_float_buffer, GL_NV_fog_distance, GL_NV_fragment_coverage_to_color,
GL_NV_fragment_program, GL_NV_fragment_program2,
GL_NV_fragment_program_option, GL_NV_fragment_shader_barycentric,
GL_NV_fragment_shader_interlock, GL_NV_framebuffer_mixed_samples,
GL_NV_framebuffer_multisample_coverage, GL_NV_geometry_shader4,
GL_NV_geometry_shader_passthrough, GL_NV_gpu_multicast,
GL_NV_gpu_program4, GL_NV_gpu_program4_1, GL_NV_gpu_program5,
GL_NV_gpu_program5_mem_extended, GL_NV_gpu_program_fp64,
GL_NV_gpu_program_multiview, GL_NV_gpu_shader5, GL_NV_half_float,
GL_NV_internalformat_sample_query, GL_NV_light_max_exponent,
GL_NV_memory_attachment, GL_NV_memory_object_sparse, GL_NV_mesh_shader,
GL_NV_multisample_coverage, GL_NV_multisample_filter_hint,
GL_NV_occlusion_query, GL_NV_packed_depth_stencil,
GL_NV_parameter_buffer_object, GL_NV_parameter_buffer_object2,
GL_NV_path_rendering, GL_NV_path_rendering_shared_edge,
GL_NV_pixel_data_range, GL_NV_point_sprite, GL_NV_primitive_restart,

GL_NV_primitive_shading_rate, GL_NV_query_resource,
GL_NV_query_resource_tag, GL_NV_register_combiners,
GL_NV_register_combiners2, GL_NV_representative_fragment_test,
GL_NV_robustness_video_memory_purge, GL_NV_sample_locations,
GL_NV_sample_mask_override_coverage, GL_NV_scissor_exclusive,
GL_NV_shader_atomic_counters, GL_NV_shader_atomic_float,
GL_NV_shader_atomic_float64, GL_NV_shader_atomic_fp16_vector,
GL_NV_shader_atomic_int64, GL_NV_shader_buffer_load,
GL_NV_shader_storage_buffer_object, GL_NV_shader_subgroup_partitioned,
GL_NV_shader_texture_footprint, GL_NV_shader_thread_group,
GL_NV_shader_thread_shuffle, GL_NV_shading_rate_image,
GL_NV_stereo_view_rendering, GL_NV_texgen_reflection,
GL_NV_texture_barrier, GL_NV_texture_compression_vtc,
GL_NV_texture_dirty_tile_map, GL_NV_texture_env_combine4,
GL_NV_texture_multisample, GL_NV_texture_rectangle,
GL_NV_texture_rectangle_compressed, GL_NV_texture_shader,
GL_NV_texture_shader2, GL_NV_texture_shader3, GL_NV_timeline_semaphore,
GL_NV_transform_feedback, GL_NV_transform_feedback2,
GL_NV_uniform_buffer_std430_layout, GL_NV_uniform_buffer_unified_memory,
GL_NV_vdpau_interop, GL_NV_vdpau_interop2, GL_NV_vertex_array_range,
GL_NV_vertex_array_range2, GL_NV_vertex_attrib_integer_64bit,
GL_NV_vertex_buffer_unified_memory, GL_NV_vertex_program,
GL_NV_vertex_program1_1, GL_NV_vertex_program2,
GL_NV_vertex_program2_option, GL_NV_vertex_program3,
GL_NV_viewport_array2, GL_NV_viewport_swizzle, GL_OVR_multiview,
GL_OVR_multiview2, GL_S3_s3tc, GL_SGIS_generate_mipmap,
GL_SGIS_texture_lod, GL_SGIX_depth_texture, GL_SGIX_shadow,
GL_SUN_slice_accum

OpenGL ES profile version string: OpenGL ES 3.2 NVIDIA 595.84

OpenGL ES profile shading language version string: OpenGL ES GLSL ES 3.20

OpenGL ES profile extensions:

GL_ANDROID_extension_pack_es31a, GL_EXT_EGL_image_external_wrap_modes,
GL_EXT_base_instance, GL_EXT_blend_func_extended, GL_EXT_blend_minmax,
GL_EXT_buffer_storage, GL_EXT_clear_texture, GL_EXT_clip_control,
GL_EXT_clip_cull_distance, GL_EXT_color_buffer_float,
GL_EXT_color_buffer_half_float, GL_EXT_compressed_ETC1_RGB8_sub_texture,
GL_EXT_conservative_depth, GL_EXT_copy_image, GL_EXT_debug_label,
GL_EXT_depth_clamp, GL_EXT_discard_framebuffer,
GL_EXT_disjoint_timer_query, GL_EXT_draw_buffers_indexed,
GL_EXT_draw_elements_base_vertex, GL_EXT_draw_transform_feedback,
GL_EXT_float_blend, GL_EXT_frag_depth, GL_EXT_geometry_point_size,
GL_EXT_geometry_shader, GL_EXT_gpu_shader5, GL_EXT_map_buffer_range,
GL_EXT_memory_object, GL_EXT_memory_object_fd, GL_EXT_multi_draw_indirect,

GL_EXT_multisample_compatibility, GL_EXT_multisampled_render_to_texture,
GL_EXT_multisampled_render_to_texture2,
GL_EXT_multiview_texture_multisample, GL_EXT_multiview_timer_query,
GL_EXT_occlusion_query_boolean, GL_EXT_polygon_offset_clamp,
GL_EXT_post_depth_coverage, GL_EXT_primitive_bounding_box,
GL_EXT_raster_multisample, GL_EXT_read_format_bgra, GL_EXT_render_snorm,
GL_EXT_robustness, GL_EXT_sRGB, GL_EXT_sRGB_write_control,
GL_EXT_semaphore, GL_EXT_semaphore_fd, GL_EXT_separate_shader_objects,
GL_EXT_shader_clock, GL_EXT_shader_group_vote,
GL_EXT_shader_implicit_conversions, GL_EXT_shader_integer_mix,
GL_EXT_shader_io_blocks, GL_EXT_shader_non_constant_global_initializers,
GL_EXT_shader_texture_lod, GL_EXT_shader_texture_samples,
GL_EXT_shadow_samplers, GL_EXT_sparse_texture, GL_EXT_sparse_texture2,
GL_EXT_tessellation_point_size, GL_EXT_tessellation_shader,
GL_EXT_texture_border_clamp, GL_EXT_texture_buffer,
GL_EXT_texture_compression_bptc, GL_EXT_texture_compression_dxt1,
GL_EXT_texture_compression_rgtc, GL_EXT_texture_compression_s3tc,
GL_EXT_texture_cube_map_array, GL_EXT_texture_filter_anisotropic,
GL_EXT_texture_filter_minmax, GL_EXT_texture_format_BGRA8888,
GL_EXT_texture_mirror_clamp_to_edge, GL_EXT_texture_norm16,
GL_EXT_texture_query_lod, GL_EXT_texture_rg, GL_EXT_texture_sRGB_R8,
GL_EXT_texture_sRGB_decode, GL_EXT_texture_shadow_lod,
GL_EXT_texture_storage, GL_EXT_texture_view, GL_EXT_unpack_subimage,
GL_EXT_window_rectangles, GL_KHR_blend_equation_advanced,
GL_KHR_blend_equation_advanced_coherent, GL_KHR_context_flush_control,
GL_KHR_debug, GL_KHR_no_error, GL_KHR_parallel_shader_compile,
GL_KHR_robust_buffer_access_behavior, GL_KHR_robustness,
GL_KHR_shader_subgroup, GL_KHR_texture_compression_astc_hdr,
GL_KHR_texture_compression_astc_ldr,
GL_KHR_texture_compression_astc_sliced_3d,
GL_NVX_blend_equation_advanced_multi_draw_buffers, GL_NV_bgr,
GL_NV_bindless_texture, GL_NV_blend_equation_advanced,
GL_NV_blend_equation_advanced_coherent, GL_NV_blend_minmax_factor,
GL_NV_clip_space_w_scaling, GL_NV_compute_shader_derivatives,
GL_NV_conditional_render, GL_NV_conservative_raster,
GL_NV_conservative_raster_pre_snap_triangles, GL_NV_copy_buffer,
GL_NV_copy_image, GL_NV_draw_buffers, GL_NV_draw_instanced,
GL_NV_draw_texture, GL_NV_draw_vulkan_image,
GL_NV_explicit_attrib_location, GL_NV_fbo_color_attachments,
GL_NV_fill_rectangle, GL_NV_fragment_coverage_to_color,
GL_NV_fragment_shader_barycentric, GL_NV_fragment_shader_interlock,
GL_NV_framebuffer_blit, GL_NV_framebuffer_mixed_samples,
GL_NV_framebuffer_multisample, GL_NV_generate_mipmap_sRGB,
GL_NV_geometry_shader_passthrough, GL_NV_gpu_shader5, GL_NV_image_formats,

GL_NV_instanced_arrays, GL_NV_internalformat_sample_query,
 GL_NV_memory_attachment, GL_NV_memory_object_sparse, GL_NV_mesh_shader,
 GL_NV_non_square_matrices, GL_NV_occlusion_query_samples,
 GL_NV_pack_subimage, GL_NV_packed_float, GL_NV_packed_float_linear,
 GL_NV_path_rendering, GL_NV_path_rendering_shared_edge,
 GL_NV_pixel_buffer_object, GL_NV_polygon_mode,
 GL_NV_primitive_shading_rate, GL_NV_read_buffer, GL_NV_read_depth,
 GL_NV_read_depth_stencil, GL_NV_read_stencil,
 GL_NV_representative_fragment_test, GL_NV_sRGB_formats,
 GL_NV_sample_locations, GL_NV_sample_mask_override_coverage,
 GL_NV_scissor_exclusive, GL_NV_shader_atomic_fp16_vector,
 GL_NV_shader_noperspective_interpolation,
 GL_NV_shader_subgroup_partitioned, GL_NV_shader_texture_footprint,
 GL_NV_shading_rate_image, GL_NV_shadow_samplers_array,
 GL_NV_shadow_samplers_cube, GL_NV_stereo_view_rendering,
 GL_NV_texture_array, GL_NV_texture_barrier, GL_NV_texture_border_clamp,
 GL_NV_texture_compression_latc, GL_NV_texture_compression_s3tc,
 GL_NV_texture_compression_s3tc_update, GL_NV_texture_dirty_tile_map,
 GL_NV_timeline_semaphore, GL_NV_timer_query, GL_NV_viewport_array,
 GL_NV_viewport_array2, GL_NV_viewport_swizzle,
 GL_OES_compressed_ETC1_RGB8_texture, GL_OES_copy_image, GL_OES_depth24,
 GL_OES_depth32, GL_OES_depth_texture, GL_OES_depth_texture_cube_map,
 GL_OES_draw_buffers_indexed, GL_OES_draw_elements_base_vertex,
 GL_OES_element_index_uint, GL_OES_fbo_render_mipmap,
 GL_OES_geometry_point_size, GL_OES_geometry_shader,
 GL_OES_get_program_binary, GL_OES_gpu_shader5, GL_OES_mapbuffer,
 GL_OES_packed_depth_stencil, GL_OES_primitive_bounding_box,
 GL_OES_rgb8_rgba8, GL_OES_sample_shading, GL_OES_sample_variables,
 GL_OES_shader_image_atomic, GL_OES_shader_io_blocks,
 GL_OES_shader_multisample_interpolation, GL_OES_standard_derivatives,
 GL_OES_tessellation_point_size, GL_OES_tessellation_shader,
 GL_OES_texture_border_clamp, GL_OES_texture_buffer,
 GL_OES_texture_cube_map_array, 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_stencil8, GL_OES_texture_storage_multisample_2d_array,
 GL_OES_texture_view, GL_OES_vertex_array_object, GL_OES_vertex_half_float,
 GL_OES_viewport_array, GL_OVR_multiview, GL_OVR_multiview2,
 GL_OVR_multiview_multisampled_render_to_texture

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visual x bf lv rg d st colorbuffer sr ax dp st accumbuffer ms sw cav
 id dep cl sp sz l ci b ro r g b a F gb bf th cl r g b a ns b ap eat

0x021 24 tc 0 24 0 r y . 8 8 8 0 . s 4 24 8 16 16 16 16 0 0 . None
0x022 24 dc 0 24 0 r y . 8 8 8 0 . s 4 24 8 16 16 16 16 0 0 . None
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215 GLXFBConfigs:

visual x bf lv rg d st colorbuffer sr ax dp st accumbuffer ms sw cav
id dep cl sp sz l ci b ro r g b a F gb bf th cl r g b a ns b ap eat

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0x0a8 24 dc 0 32 0 r y . 8 8 8 8 . s 4 24 8 16 16 16 16 0 0 . None
0x0a9 24 tc 0 24 0 r . . 8 8 8 0 . s 4 24 8 16 16 16 16 0 0 . None
0x0aa 24 dc 0 24 0 r . . 8 8 8 0 . s 4 24 8 16 16 16 16 0 0 . None
0x0ab 24 tc 0 32 0 r . . 8 8 8 8 . s 4 24 8 16 16 16 16 0 0 . None
0x0ac 24 dc 0 32 0 r . . 8 8 8 8 . s 4 24 8 16 16 16 16 0 0 . None
0x0ad 24 tc 0 24 0 r y . 8 8 8 0 . s 4 24 0 16 16 16 16 0 0 . None
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0x0b2 24 dc 0 24 0 r . . 8 8 8 0 . s 4 24 0 16 16 16 16 0 0 . None
0x0b3 24 tc 0 32 0 r . . 8 8 8 8 . s 4 24 0 16 16 16 16 0 0 . None
0x0b4 24 dc 0 32 0 r . . 8 8 8 8 . s 4 24 0 16 16 16 16 0 0 . None
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0x0b7 24 tc 0 32 0 r y . 8 8 8 8 . s 4 0 0 16 16 16 16 0 0 . None
0x0b8 24 dc 0 32 0 r y . 8 8 8 8 . s 4 0 0 16 16 16 16 0 0 . None
0x0b9 24 tc 0 24 0 r . . 8 8 8 0 . s 4 0 0 16 16 16 16 0 0 . None
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0x0bb 24 tc 0 32 0 r . . 8 8 8 8 . s 4 0 0 16 16 16 16 0 0 . None
0x0bc 24 dc 0 32 0 r . . 8 8 8 8 . s 4 0 0 16 16 16 16 0 0 . None
0x0bd 24 tc 0 24 0 r y . 8 8 8 0 . s 4 24 0 16 16 16 16 2 1 . None
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0x0c2 24 dc 0 24 0 r y . 8 8 8 0 . s 4 24 0 16 16 16 16 4 1 . None
0x0c3 24 tc 0 32 0 r y . 8 8 8 8 . s 4 24 0 16 16 16 16 4 1 . None
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0x152 0 sg 0 32 0 r y . 32 0 0 0 f . 4 24 8 16 16 16 16 0 0 . None
0x153 0 sg 0 32 0 y . 32 0 0 0 f . 4 24 8 16 16 16 16 0 0 . None
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0x155 0 sg 0 64 0 .. 16 16 16 16 f . 4 24 0 16 16 16 16 0 0 . None
0x156 0 sg 0 64 0 r y . 16 16 16 16 f . 4 24 0 16 16 16 16 0 0 . None
0x157 0 sg 0 64 0 y . 16 16 16 16 f . 4 24 0 16 16 16 16 0 0 . None
0x158 0 sg 0 64 0 r .. 16 16 16 16 f . 4 24 8 16 16 16 16 0 0 . None
0x159 0 sg 0 64 0 .. 16 16 16 16 f . 4 24 8 16 16 16 16 0 0 . None
0x15a 0 sg 0 64 0 r y . 16 16 16 16 f . 4 24 8 16 16 16 16 0 0 . None
0x15b 0 sg 0 64 0 y . 16 16 16 16 f . 4 24 8 16 16 16 16 0 0 . None
0x15c 0 sg 0 128 0 r .. 32 32 32 32 f . 4 24 0 16 16 16 16 0 0 . None
0x15d 0 sg 0 128 0 .. 32 32 32 32 f . 4 24 0 16 16 16 16 0 0 . None
0x15e 0 sg 0 128 0 r y . 32 32 32 32 f . 4 24 0 16 16 16 16 0 0 . None
0x15f 0 sg 0 128 0 y . 32 32 32 32 f . 4 24 0 16 16 16 16 0 0 . None
0x160 0 sg 0 128 0 r .. 32 32 32 32 f . 4 24 8 16 16 16 16 0 0 . None
0x161 0 sg 0 128 0 .. 32 32 32 32 f . 4 24 8 16 16 16 16 0 0 . None
0x162 0 sg 0 128 0 r y . 32 32 32 32 f . 4 24 8 16 16 16 16 0 0 . None
0x163 0 sg 0 128 0 y . 32 32 32 32 f . 4 24 8 16 16 16 16 0 0 . None
0x164 0 sg 0 16 0 r .. 16 0 0 0 f . 4 0 0 16 16 16 16 0 0 . None
0x165 0 sg 0 16 0 .. 16 0 0 0 f . 4 0 0 16 16 16 16 0 0 . None
0x166 0 sg 0 16 0 r y . 16 0 0 0 f . 4 0 0 16 16 16 16 0 0 . None
0x167 0 sg 0 16 0 y . 16 0 0 0 f . 4 0 0 16 16 16 16 0 0 . None
0x168 0 sg 0 64 0 r .. 32 32 0 0 f . 4 0 0 16 16 16 16 0 0 . None
0x169 0 sg 0 64 0 .. 32 32 0 0 f . 4 0 0 16 16 16 16 0 0 . None
0x16a 0 sg 0 64 0 r y . 32 32 0 0 f . 4 0 0 16 16 16 16 0 0 . None
0x16b 0 sg 0 64 0 y . 32 32 0 0 f . 4 0 0 16 16 16 16 0 0 . None
0x16c 0 sg 0 16 0 r .. 16 0 0 0 f . 4 24 0 16 16 16 16 0 0 . None
0x16d 0 sg 0 16 0 .. 16 0 0 0 f . 4 24 0 16 16 16 16 0 0 . None
0x16e 0 sg 0 16 0 r y . 16 0 0 0 f . 4 24 0 16 16 16 16 0 0 . None
0x16f 0 sg 0 16 0 y . 16 0 0 0 f . 4 24 0 16 16 16 16 0 0 . None
0x170 0 sg 0 16 0 r .. 16 0 0 0 f . 4 24 8 16 16 16 16 0 0 . None
0x171 0 sg 0 16 0 .. 16 0 0 0 f . 4 24 8 16 16 16 16 0 0 . None
0x172 0 sg 0 16 0 r y . 16 0 0 0 f . 4 24 8 16 16 16 16 0 0 . None
0x173 0 sg 0 16 0 y . 16 0 0 0 f . 4 24 8 16 16 16 16 0 0 . None
0x174 0 sg 0 64 0 r .. 32 32 0 0 f . 4 24 0 16 16 16 16 0 0 . None
0x175 0 sg 0 64 0 .. 32 32 0 0 f . 4 24 0 16 16 16 16 0 0 . None
0x176 0 sg 0 64 0 r y . 32 32 0 0 f . 4 24 0 16 16 16 16 0 0 . None
0x177 0 sg 0 64 0 y . 32 32 0 0 f . 4 24 0 16 16 16 16 0 0 . None
0x178 0 sg 0 64 0 r .. 32 32 0 0 f . 4 24 8 16 16 16 16 0 0 . None
0x179 0 sg 0 64 0 .. 32 32 0 0 f . 4 24 8 16 16 16 16 0 0 . None
0x17a 0 sg 0 64 0 r y . 32 32 0 0 f . 4 24 8 16 16 16 16 0 0 . None
0x17b 0 sg 0 64 0 y . 32 32 0 0 f . 4 24 8 16 16 16 16 0 0 . None

