

Troubleshooting Information

This page contains technical information that might be useful when you’re trying to solve a problem. If you are looking for answers to common questions about Firefox, check out our [support website](#).

Copy raw data to clipboard Copy text to clipboard

Give Firefox a tune up

Refresh Firefox...

Try Safe Mode

Restart with Add-ons Disabled...

Application Basics

Name	Firefox
Version	68.7.0esr
Build ID	20200406123749
User Agent	Mozilla/5.0 (X11; Linux x86_64; rv:68.0) Gecko/20100101 Firefox/68.0
OS	Linux 5.5.15-desktop-3.mga7
Profile Directory	Open Directory /home/pisti/.mozilla/firefox/zlkakyd4.default-release
Enabled Plugins	about:plugins
Build Configuration	about:buildconfig
Memory Use	about:memory
Performance	about:performance
Registered Service Workers	about:serviceworkers
Multiprocess Windows	1/1 Enabled by default
Remote Processes	3
Enterprise Policies	Inactive
Google Location Service Key	Found
Google Safebrowsing Key	Found
Mozilla Location Service Key	Found
Safe Mode	false
Profiles	about:profiles

Firefox Features

Name	Version	ID
Firefox Monitor	3.0	fxmonitor@mozilla.org
Firefox Screenshots	39.0.0	screenshots@mozilla.org
Form Autofill	1.0	formautofill@mozilla.org
Web Compat	8.0.0	webcompat@mozilla.org
WebCompat Reporter	1.1.0	webcompat-reporter@mozilla.org

Remote Processes

Type	Count
Web Content	2 / 8
Extension	1

Extensions

Name	Version	Enabled	ID
Amazon.com	1.1	true	amazondotcom@search.mozilla.org
Bing	1.0	true	bing@search.mozilla.org
DuckDuckGo	1.0	true	ddg@search.mozilla.org
eBay	1.0	true	ebay@search.mozilla.org
Google	1.0	true	google@search.mozilla.org
Twitter	1.0	true	twitter@search.mozilla.org
Wikipédia (hu)	1.0	true	wikipedia@search.mozilla.org

Graphics

Features	
Compositing	Basic
Asynchronous Pan/Zoom	wheel input enabled; scrollbar drag enabled; keyboard enabled; autoscroll enabled
WebGL 1 Driver WSI Info	GLX 1.4 GLX_VENDOR(client): Mesa Project and SGI GLX_VENDOR(server): SGI Extensions: 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_framebuffer_sRGB 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_texture_from_pixmap GLX_EXT_visual_info GLX_EXT_visual_rating GLX_INTEL_swap_event GLX_MESA_copy_sub_buffer GLX_MESA_query_renderer GLX_MESA_swap_control GLX_OML_swap_method GLX_OML_sync_control GLX_SGIS_multisample GLX_SGIX_fbconfig GLX_SGIX_pbuffer GLX_SGIX_visual_select_group GLX_SGI_make_current_read GLX_SGI_swap_control GLX_SGI_video_sync
WebGL 1 Driver Renderer	Intel -- Mesa Intel(R) HD Graphics 630 (KBL GT2)
WebGL 1 Driver Version	4.6 (Compatibility Profile) Mesa 20.0.4
WebGL 1 Driver Extensions	GL_ARB_multisample GL_EXT_abgr GL_EXT_bgra GL_EXT_blend_color GL_EXT_blend_minmax GL_EXT_blend_subtract GL_EXT_copy_texture GL_EXT_subtexture GL_EXT_texture_object GL_EXT_vertex_array GL_EXT_compiled_vertex_array GL_EXT_texture GL_EXT_texture3D GL_IBM_rasterpos_clip GL_ARB_point_parameters GL_EXT_draw_range_elements GL_EXT_packed_pixels GL_EXT_point_parameters GL_EXT_rescale_normal GL_EXT_separate_specular_color GL_EXT_texture_edge_clamp GL_SGIS_generate_mipmap GL_SGIS_texture_border_clamp GL_SGIS_texture_edge_clamp GL_SGIS_texture_lod GL_ARB_framebuffer_sRGB GL_ARB_multitexture GL_EXT_framebuffer_sRGB GL_IBM_multimode_draw_arrays GL_IBM_texture_mirrored_repeat GL_3DFX_texture_compression_FXT1 GL_ARB_texture_cube_map GL_ARB_texture_env_add GL_ARB_transpose_matrix GL_EXT_blend_func_separate GL_EXT_fog_coord GL_EXT_multi_draw_arrays GL_EXT_secondary_color GL_EXT_texture_env_add GL_EXT_texture_filter_anisotropic GL_EXT_texture_lod_bias GL_INGR_blend_func_separate GL_NV_blend_square GL_NV_light_max_exponent GL_NV_texgen_reflection GL_NV_texture_env_combine4 GL_S3_s3tc GL_SUN_multi_draw_arrays GL_ARB_texture_border_clamp GL_ARB_texture_compression GL_EXT_framebuffer_object GL_EXT_texture_compression_s3tc GL_EXT_texture_env_combine GL_EXT_texture_env_dot3 GL_MESA_window_pos GL_NV_packed_depth_stencil GL_NV_texture_rectangle GL_ARB_depth_texture GL_ARB_occlusion_query GL_ARB_shadow GL_ARB_texture_env_combine GL_ARB_texture_env_crossbar GL_ARB_texture_env_dot3 GL_ARB_texture_mirrored_repeat GL_ARB_window_pos GL_ATI_fragment_shader GL_EXT_stencil_two_side GL_EXT_texture_cube_map GL_NV_depth_clamp GL_NV_fog_distance GL_APPLE_packed_pixels GL_ARB_draw_buffers GL_ARB_fragment_program GL_ARB_fragment_shader GL_ARB_shader_objects GL_ARB_vertex_program GL_ARB_vertex_shader GL_ATI_draw_buffers GL_ATI_texture_env_combine3 GL_ATI_texture_float GL_EXT_shadow_funcs GL_EXT_stencil_wrap GL_MESA_pack_invert GL_NV_primitive_restart GL_ARB_depth_clamp GL_ARB_fragment_program_shadow GL_ARB_half_float_pixel GL_ARB_occlusion_query2 GL_ARB_point_sprite GL_ARB_shading_language_100 GL_ARB_sync GL_ARB_texture_non_power_of_two GL_ARB_vertex_buffer_object GL_ATI_blend_equation_separate GL_EXT_blend_equation_separate GL_OES_read_format GL_ARB_color_buffer_float GL_ARB_pixel_buffer_object GL_ARB_texture_compression_rgtc GL_ARB_texture_float GL_ARB_texture_rectangle GL_EXT_packed_float GL_EXT_pixel_buffer_object GL_EXT_texture_compression_dxt1 GL_EXT_texture_compression_rgtc GL_EXT_texture_rectangle GL_EXT_texture_sRGB GL_EXT_texture_shared_exponent GL_ARB_framebuffer_object GL_EXT_framebuffer_blit GL_EXT_framebuffer_multisample GL_EXT_packed_depth_stencil GL_ARB_vertex_array_object GL_ATI_separate_stencil GL_EXT_draw_buffers2 GL_EXT_draw_instanced GL_EXT_gpu_program_parameters GL_EXT_gpu_shader4 GL_EXT_texture_array GL_EXT_texture_integer GL_EXT_texture_sRGB_decode GL_EXT_timer_query GL_OES_EGL_image GL_AMD_performance_monitor GL_EXT_texture_buffer_object GL_AMD_texture_texture4 GL_ARB_copy_buffer GL_ARB_depth_buffer_float GL_ARB_draw_instanced GL_ARB_half_float_vertex GL_ARB_instanced_arrays GL_ARB_map_buffer_range GL_ARB_texture_buffer_object GL_ARB_texture_rg GL_ARB_texture_swizzle GL_ARB_vertex_array_bgra GL_EXT_texture_swizzle GL_EXT_vertex_array_bgra GL_NV_conditional_render GL_AMD_conservative_depth GL_AMD_depth_clamp_separate GL_AMD_draw_buffers_blend GL_AMD_seamless_cubemap_per_texture GL_AMD_shader_stencil_export GL_ARB_ES2_compatibility GL_ARB_blend_func_extended GL_ARB_compatibility GL_ARB_debug_output GL_ARB_draw_buffers_blend GL_ARB_draw_elements_base_vertex GL_ARB_explicit_attrib_location GL_ARB_fragment_coord_conventions GL_ARB_provoking_vertex GL_ARB_sample_shading GL_ARB_sampler_objects GL_ARB_seamless_cube_map GL_ARB_shader_stencil_export GL_ARB_shader_texture_lod GL_ARB_tessellation_shader GL_ARB_texture_buffer_object_rgb32 GL_ARB_texture_cube_map_array GL_ARB_texture_gather GL_ARB_texture_multisample GL_ARB_texture_query_lod GL_ARB_texture_rgb10_a2ui GL_ARB_uniform_buffer_object GL_ARB_vertex_type_2_10_10_10_rev GL_EXT_provoking_vertex GL_EXT_texture_snorm GL_MESA_texture_signed_rgba GL_NV_texture_barrier GL_ARB_draw_indirect GL_ARB_get_program_binary GL_ARB_gpu_shader5 GL_ARB_gpu_shader_fp64 GL_ARB_robustness GL_ARB_separate_shader_objects GL_ARB_shader_bit_encoding GL_ARB_shader_precision GL_ARB_shader_subroutine GL_ARB_texture_compression_bptc GL_ARB_timer_query GL_ARB_transform_feedback2 GL_ARB_transform_feedback3 GL_ARB_vertex_attrib_64bit GL_ARB_viewport_array GL_EXT_direct_state_access GL_EXT_vertex_attrib_64bit GL_AMD_multi_draw_indirect GL_ANGLE_texture_compression_dxt3 GL_ANGLE_texture_compression_dxt5 GL_ARB_base_instance GL_ARB_compressed_texture_pixel_storage GL_ARB_conservative_depth GL_ARB_internalformat_query GL_ARB_map_buffer_alignment GL_ARB_shader_atomic_counters GL_ARB_shader_image_load_store GL_ARB_shading_language_420pack GL_ARB_shading_language_packing GL_ARB_texture_storage

	<p>GL_ARB_transform_feedback_instanced GL_EXT_framebuffer_multisample_blit_scaled GL_EXT_transform_feedback GL_AMD_query_buffer_object GL_AMD_shader_trinary_minmax GL_AMD_vertex_shader_layer GL_AMD_vertex_shader_viewport_index GL_ARB_ES3_compatibility GL_ARB_arrays_of_arrays GL_ARB_clear_buffer_object GL_ARB_compute_shader GL_ARB_copy_image GL_ARB_explicit_uniform_location GL_ARB_fragment_layer_viewport GL_ARB_framebuffer_no_attachments GL_ARB_invalidate_subdata GL_ARB_multi_draw_indirect GL_ARB_program_interface_query GL_ARB_robust_buffer_access_behavior GL_ARB_shader_image_size GL_ARB_shader_storage_buffer_object GL_ARB_stencil_texturing GL_ARB_texture_buffer_range GL_ARB_texture_query_levels GL_ARB_texture_storage_multisample GL_ARB_texture_view GL_ARB_vertex_attrib_binding GL_KHR_debug GL_KHR_robustness GL_KHR_texture_compression_astc_ldr GL_AMD_pinned_memory GL_ARB_buffer_storage GL_ARB_clear_texture GL_ARB_enhanced_layouts GL_ARB_indirect_parameters GL_ARB_internalformat_query2 GL_ARB_multi_bind GL_ARB_query_buffer_object GL_ARB_seamless_cubemap_per_texture GL_ARB_shader_draw_parameters GL_ARB_shader_group_vote GL_ARB_shading_language_include GL_ARB_texture_mirror_clamp_to_edge GL_ARB_texture_stencil8 GL_ARB_vertex_type_10f_11f_11f_rev GL_EXT_shader_framebuffer_fetch GL_EXT_shader_integer_mix GL_INTEL_performance_query GL_ARB_ES3_1_compatibility GL_ARB_clip_control GL_ARB_conditional_render_inverted GL_ARB_cull_distance GL_ARB_derivative_control GL_ARB_direct_state_access GL_ARB_get_texture_sub_image GL_ARB_pipeline_statistics_query GL_ARB_shader_texture_image_samples GL_ARB_texture_barrier GL_ARB_transform_feedback_overflow_query GL_EXT_polygon_offset_clamp GL_KHR_blend_equation_advanced GL_KHR_blend_equation_advanced_coherent GL_KHR_context_flush_control GL_KHR_robust_buffer_access_behavior GL_ARB_fragment_shader_interlock GL_ARB_gpu_shader_int64 GL_ARB_parallel_shader_compile GL_ARB_post_depth_coverage GL_ARB_shader_atomic_counter_ops GL_ARB_shader_ballot GL_ARB_shader_clock GL_ARB_shader_viewport_layer_array GL_EXT_shader_samples_identical GL_KHR_no_error GL_KHR_texture_compression_astc_sliced_3d GL_NV_fragment_shader_interlock GL_ARB_gl_spirv GL_ARB_spirv_extensions GL_MESA_shader_integer_functions GL_ARB_polygon_offset_clamp GL_ARB_texture_filter_anisotropic GL_KHR_parallel_shader_compile GL_EXT_EGL_image_storage GL_EXT_shader_framebuffer_fetch_non_coherent GL_EXT_texture_sRGB_R8 GL_EXT_texture_shadow_lod GL_INTEL_shader_atomic_float_minmax GL_INTEL_shader_integer_functions2 GL_MESA_framebuffer_flip_y GL_NV_compute_shader_derivatives GL_EXT_EGL_sync GL_EXT_demote_to_helper_invocation</p>
WebGL 1 Extensions	<p>ANGLE_instanced_arrays EXT_blend_minmax EXT_color_buffer_half_float EXT_disjoint_timer_query EXT_float_blend EXT_frag_depth EXT_shader_texture_lod EXT_sRGB EXT_texture_compression_bptc EXT_texture_compression_rgtc EXT_texture_filter_anisotropic OES_element_index_uint OES_standard_derivatives OES_texture_float OES_texture_float_linear OES_texture_half_float OES_texture_half_float_linear OES_vertex_array_object WebGL_color_buffer_float WebGL_compressed_texture_astc WebGL_compressed_texture_etc WebGL_compressed_texture_s3tc WebGL_compressed_texture_s3tc_srgb WebGL_debug_renderer_info WebGL_debug_shaders WebGL_depth_texture WebGL_draw_buffers WebGL_lose_context</p>
WebGL 2 Driver WSI Info	<p>GLX 1.4 GLX_VENDOR(client): Mesa Project and SGI GLX_VENDOR(server): SGI Extensions: 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_framebuffer_sRGB 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_texture_from_pixmap GLX_EXT_visual_info GLX_EXT_visual_rating GLX_INTEL_swap_event GLX_MESA_copy_sub_buffer GLX_MESA_query_renderer GLX_MESA_swap_control GLX_OML_swap_method GLX_OML_sync_control GLX_SGIS_multisample GLX_SGIX_fbconfig GLX_SGIX_pbuffer GLX_SGIX_visual_select_group GLX_SGI_make_current_read GLX_SGI_swap_control GLX_SGI_video_sync</p>
WebGL 2 Driver Renderer	Intel -- Mesa Intel(R) HD Graphics 630 (KBL GT2)
WebGL 2 Driver Version	4.6 (Core Profile) Mesa 20.0.4
WebGL 2 Driver Extensions	<p>GL_3DFX_texture_compression_FXT1 GL_AMD_conservative_depth GL_AMD_depth_clamp_separate GL_AMD_draw_buffers_blend GL_AMD_gpu_shader_int64 GL_AMD_multi_draw_indirect GL_AMD_performance_monitor GL_AMD_pinned_memory GL_AMD_query_buffer_object GL_AMD_seamless_cubemap_per_texture GL_AMD_shader_stencil_export GL_AMD_shader_trinary_minmax GL_AMD_texture_texture4 GL_AMD_vertex_shader_layer GL_AMD_vertex_shader_viewport_index GL_ANGLE_texture_compression_dxt3 GL_ANGLE_texture_compression_dxt5 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_blend_func_extended GL_ARB_buffer_storage GL_ARB_clear_buffer_object GL_ARB_clear_texture GL_ARB_clip_control GL_ARB_compressed_texture_pixel_storage GL_ARB_compute_shader 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_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_shader GL_ARB_fragment_shader_interlock GL_ARB_framebuffer_no_attachments GL_ARB_framebuffer_object GL_ARB_framebuffer_sRGB 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_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_occlusion_query2 GL_ARB_parallel_shader_compile GL_ARB_pipeline_statistics_query GL_ARB_pixel_buffer_object 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</p>

	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_stencil_export 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_420pack GL_ARB_shading_language_include GL_ARB_shading_language_packing GL_ARB_spirv_extensions GL_ARB_stencil_texturing GL_ARB_sync GL_ARB_tessellation_shader GL_ARB_texture_barrier GL_ARB_texture_buffer_object GL_ARB_texture_buffer_object_rgb32 GL_ARB_texture_buffer_range GL_ARB_texture_compression_bptc GL_ARB_texture_compression_rgtc GL_ARB_texture_cube_map_array GL_ARB_texture_filter_anisotropic GL_ARB_texture_float GL_ARB_texture_gather GL_ARB_texture_mirror_clamp_to_edge 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_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_shader GL_ARB_vertex_type_10f_11f_11f_rev GL_ARB_vertex_type_2_10_10_10_rev GL_ARB_viewport_array GL_ATI_blend_equation_separate GL_ATI_texture_float GL_EXT_EGL_image_storage GL_EXT_EGL_sync GL_EXT_abgr GL_EXT_blend_equation_separate GL_EXT_demote_to_helper_invocation GL_EXT_draw_buffers2 GL_EXT_draw_instanced GL_EXT_framebuffer_blit GL_EXT_framebuffer_multisample GL_EXT_framebuffer_multisample_blit_scaled GL_EXT_framebuffer_object GL_EXT_framebuffer_sRGB GL_EXT_packed_depth_stencil GL_EXT_packed_float GL_EXT_pixel_buffer_object GL_EXT_polygon_offset_clamp GL_EXT_provoking_vertex GL_EXT_shader_framebuffer_fetch GL_EXT_shader_framebuffer_fetch_non_coherent GL_EXT_shader_integer_mix GL_EXT_shader_samples_identical GL_EXT_texture_array GL_EXT_texture_compression_dxt1 GL_EXT_texture_compression_rgtc GL_EXT_texture_compression_s3tc GL_EXT_texture_filter_anisotropic GL_EXT_texture_integer 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_snorm GL_EXT_texture_swizzle GL_EXT_timer_query GL_EXT_transform_feedback GL_EXT_vertex_array_bgra GL_EXT_vertex_attrib_64bit GL_IBM_multimode_draw_arrays GL_INTEL_conservative_rasterization GL_INTEL_performance_query GL_INTEL_shader_atomic_float_minmax GL_INTEL_shader_integer_functions2 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_texture_compression_astc_ldr GL_KHR_texture_compression_astc_sliced_3d GL_MESA_framebuffer_flip_y GL_MESA_pack_invert GL_MESA_shader_integer_functions GL_MESA_texture_signed_rgba GL_NV_compute_shader_derivatives GL_NV_conditional_render GL_NV_depth_clamp GL_NV_fragment_shader_interlock GL_NV_packed_depth_stencil GL_NV_texture_barrier GL_OES_EGL_image GL_S3_s3tc
WebGL 2 Extensions	EXT_color_buffer_float EXT_disjoint_timer_query EXT_float_blend EXT_texture_compression_bptc EXT_texture_compression_rgtc EXT_texture_filter_anisotropic OES_texture_float_linear WEBGL_compressed_texture_astc WEBGL_compressed_texture_etc WEBGL_compressed_texture_s3tc WEBGL_compressed_texture_s3tc_srgb WEBGL_debug_renderer_info WEBGL_debug_shaders WEBGL_lose_context
Window Protocol	x11
Off Main Thread Painting Enabled	true
Off Main Thread Painting Worker Count	3
Target Frame Rate	60
GPU #1	
Active	Yes
Description	Mesa Intel(R) HD Graphics 630 (KBL GT2)
Vendor ID	0x8086
Device ID	0x5912
Driver Vendor	mesa/i965
Driver Version	20.0.4.0
RAM	3072MB
Diagnostics	
AzureCanvasBackend	skia
AzureContentBackend	skia
AzureFallbackCanvasBackend	none
CairoUseXRender	0
Decision Log	
HW_COMPOSITING	blocked by env: Acceleration blocked by platform
OPENGGL_COMPOSITING	unavailable by default: Hardware compositing is disabled
WEBRENDER	opt-in by default: WebRender is an opt-in feature

WEBRENDER_QUALIFIED	blocked-vendor-unsupported by env: Unsupported vendor
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Media

Audio Backend	remote							
Max Channels	2							
Preferred Sample Rate	44100							
Output Devices								
Name	Group	Vendor	State	Preferred	Format	Channels	Rate	Latency
Belső hangforrás Analóg sztereó	/devices/pci0000:00/0000:00:1f.3/sound/card0	Intel Corporation	Enabled	All	default: S16LE, support: S16LE S16BE F32LE F32BE	2	default: 44100, support: 1 - 384000	0 - 0
Simultaneous output to Belső hangforrás Analóg sztereó			Enabled	None	default: S16LE, support: S16LE S16BE F32LE F32BE	2	default: 44100, support: 1 - 384000	0 - 0
Input Devices								
Name	Group	Vendor	State	Preferred	Format	Channels	Rate	Latency
Monitor of Belső hangforrás Analóg sztereó	/devices/pci0000:00/0000:00:1f.3/sound/card0	Intel Corporation	Enabled	All	default: S16LE, support: S16LE S16BE F32LE F32BE	2	default: 44100, support: 1 - 384000	0 - 0
Belső hangforrás Analóg sztereó	/devices/pci0000:00/0000:00:1f.3/sound/card0	Intel Corporation	Unplugged	None	default: S16LE, support: S16LE S16BE F32LE F32BE	2	default: 44100, support: 1 - 384000	0 - 0
Monitor Source of Simultaneous output to Belső hangforrás Analóg sztereó			Enabled	None	default: S16LE, support: S16LE S16BE F32LE F32BE	2	default: 44100, support: 1 - 384000	0 - 0

Important Modified Preferences

Name	Value
accessibility.typeaheadfind.flashBar	0
browser.cache.disk.amount_written	227987
browser.cache.disk.capacity	849920
browser.cache.disk.filesystem_reported	1
browser.startup.homepage_override.buildID	20200406123749
browser.startup.homepage_override.mstone	68.7.0
browser.urlbar.placeholderName	Google
extensions.lastAppVersion	68.7.0
media.gmp-gmpopenh264.abi	x86_64-gcc3
media.gmp-gmpopenh264.lastUpdate	1587018994
media.gmp-gmpopenh264.version	1.8.1
media.gmp-manager.buildID	20200406123749
media.gmp-manager.lastCheck	1587020344
media.gmp.storage.version.observed	1
network.predictor.cleaned-up	true
places.history.expiration.transient_current_max_pages	112348
plugin.disable_full_page_plugin_for_types	application/pdf
privacy.sanitize.pending	[{"id":"newtab-container","itemsToClear":[],"options":{}}]
security.sandbox.content.tempDirSuffix	363f59fb-ebc0-44ff-9179-8c46616a520e
security.sandbox.plugin.tempDirSuffix	1b3a42cf-86d7-4d6b-920e-707e298b80d6
signon.importedFromSqlite	true

Important Locked Preferences

Name	Value
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Places Database

Integrity	Verify Integrity
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JavaScript

Incremental GC	true
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Accessibility

Activated	false
Prevent Accessibility	0

Library Versions

	Expected minimum version	Version in use
NSPR	4.25	4.25
NSS	3.51	3.51
NSSSMIME	3.51	3.51
NSSSSL	3.51	3.51
NSSUTIL	3.51	3.51

Sandbox

Seccomp-BPF (System Call Filtering)	true
Seccomp Thread Synchronization	true
User Namespaces	true
Content Process Sandboxing	true
Media Plugin Sandboxing	true
Content Process Sandbox Level	4
Effective Content Process Sandbox Level	4

Rejected System Calls

#	Seconds Ago	PID	TID	Process Type	Syscall	Arguments
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Internationalization & Localization

Application Settings	
Requested Locales	["hu-HU"]
Available Locales	["en-US"]
App Locales	["und","en-US"]
Regional Preferences	["und","en-US"]
Default Locale	"und"
Operating System	
System Locales	["hu-HU"]
Regional Preferences	["hu-HU"]