

Allgemeine Informationen

Name	Firefox
Version	149.0
Build-ID	20260324124100
Distributions-ID	canonical-002
User-Agent	Mozilla/5.0 (X11; Ubuntu; Linux x86_64; rv:149.0) Gecko/20100101 Firefox/149.0
Betriebssystem	Linux 4.15.0-247-generic #259~16.04.1-Ubuntu SMP Wed Feb 11 13:25:18 UTC 2026
Betriebssystem-Theme	Ambiance / Adwaita
Fenster mit mehreren Prozessen	1/1
Fission-Fenster	1/1 Standardmäßig aktiviert
Externe Prozesse	12
Unternehmensrichtlinien	Inaktiv
Google-Location-Service-Schlüssel	Gefunden
Google-Safebrowsing-Schlüssel	Gefunden
Mozilla-Location-Service-Schlüssel	Fehlt
Abgesicherter Modus	false
Speichergröße (RAM)	15,6 GB
Speicherplatz verfügbar	328 GB

Absturzberichte der letzten 3 Tage

Meldungs-ID Gesendet

Externe Funktionen

1-Callout Contextual Chatbot Suggestion Treatment A Rollout V2	(treatment-a-tab-switching-copy)
AI Chatbot Page Summarization MVP - treatment-a-callout-badge Rollout V4	(treatment-a-callout-badge)
Context ID rotation every 3 days	(control)
DE Billboard ad rollout 2026	(control)
Desktop Release Rollout: Show Relay to all Browsers - "Next" Sign-up modal CTA	(next-sign-up-modal-cta)
Disable legacy spoc ping by default	(control)

Downsample uptake.remotecontent events glean feature	(control)
Enable Enrollment Status Telemetry for Firefox Desktop (via nimbusTelemetry)	(control)
Enable Nimbus Unenrollment Synchronization	(control)
Enable OHTTP for MARS communications on Release	(control)
Limit use of OCSP - Rollout	(enforce)
Fast UDP for Firefox - Treatment Fast UDP Release Rollout	(treatment-fast-udp)
Firefox Backup feature gradual rollout	(treatment)
Fox Doodle Multi-Action CTA 2025 - Dummy Rollout V2	(treatment-a)
Fx Accounts Ping (release rollout 2)	(control)
HNT Weather opt-in, Release	(control)
Multiple Profile Switching Rollout Feature only	(treatment-a-multi-profiles)
Multiple Profile Switching Rollout Messages only	(treatment-a-multi-profiles)
New Tab 151.2.20260328.211913 to Release 149	(rollout)
New Tab content ping (rest of world rollout)	(treatment)
PDF Annotations Signatures - Treatment A - Already Default Rollout	(treatment-a)
Pin Frequently Used Websites - Promo Rollout, Day 3+ users, All Locales	(rollout-branch)
Private Window Visual Refresh - rollout	(control)
Set to Default - Hamburger Menu Rollout	(treatment-c)
Smart shortcuts v3-lr2 - no-lr Rollout	(no-lr)
Temporarily disable New Tab train-hops on Linux for Beta and Release	(control)
Unified API for spocs and top sites - controlled rollout for release 133+	(control)
Visual Search Rollout	(google-lens-rollout)
VPN - MVP Beta Rollout	(mvp-beta)

Externe Prozesse

Typ	Anzahl
Fork-Server	1
Voralloziert	3
about-Seite mit zusätzlichen Rechten	1
Isolierter Webinhalt	2
Erweiterung	1

Typ	Anzahl
Socket	1
RDD	1
Dienstprogramm JavaScript Oracle	1
Dienstprogramm generischer Audio-Decoder	1

Add-ons

Name	Typ	Version	Aktiviert	Ort	ID
Add-ons Search Detection	extension	3.0.0	true	app-builtin-addons	addons-search-detection@mozilla.com
Data Leak Blocker	extension	144.0.0	true	app-builtin-addons	data-leak-blocker@mozilla.com
Form Autofill	extension	1.0.1	true	app-builtin-addons	formautofill@mozilla.org
IPP Activator	extension	0.1	true	app-builtin-addons	ipp-activator@mozilla.com
New Tab	extension	149.3.0	true	app-builtin-addons	newtab@mozilla.org
Picture-In-Picture	extension	1.0.0	true	app-builtin-addons	pictureinpicture@mozilla.org
Web Compatibility Interventions	extension	149.10.0	true	app-builtin-addons	webcompat@mozilla.org
Language: Deutsch (German)	locale	149.0.20260318.190823	true	app-profile	langpack-de@firefox.mozilla.org
System-Theme – automatisch	theme	1.4.2	true	app-builtin	default-theme@mozilla.org
Dunkel	theme	1.3.4	false	app-builtin	firefox-compact-dark@mozilla.org
Firefox Alpenglow	theme	1.5.1	false	app-builtin	firefox-alpenglow@mozilla.org
Hell	theme	1.3.4	false	app-builtin	firefox-compact-light@mozilla.org

Ältere Benutzer-Stylesheets

Aktiv	false
Stylesheets	Keine Stylesheets gefunden

Grafik

Allgemeine Merkmale	
Gerät-Pixel-Verhältnisse (Device Pixel Ratios) des Fensters	1

Compositing	WebRender
Debug-Informationen zur Sichtbarkeit von Schriftarten	Ubuntu Unknown - ID=ubuntuVERSION_ID="24"
Asynchrones Wischen und Zoomen	Mausrad-Eingabe aktiviert; Ziehen der Bildlaufleiste aktiviert; Tastatur aktiviert; automatischer Bildlauf aktiviert durch Antippen aktiviert
WebGL-1-Treiber: WSI Info	<p>outOfProcess: false inProcess: true EGL_VENDOR: Mesa Project EGL_VERSION: 1.5 EGL_EXTENSIONS: EGL_ANDROID_blob_cache EGL_ANDROID_native_fence_sync EGL_CHROMIUM_sync_control EGL_ANGLE_sync_control_rate EGL_EXT_buffer_age EGL_EXT_config_select_group EGL_EXT_create_context_robustness EGL_EXT_query_reset_notification_strategy EGL_EXT_surface_compression EGL_EXT_swap_buffers_with_damage EGL_IMG_context_priority EGL_KHR_cl_event2 EGL_KHR_config_attribs EGL_KHR_context_flush_control EGL_KHR_create_context_no_error EGL_KHR_fence_sync EGL_KHR_get_all_proc_addresses EGL_KHR_gl_color_formats EGL_KHR_gl_renderbuffer_image EGL_KHR_gl_texture_2D_image EGL_KHR_gl_texture_3D_image EGL_KHR_gl_texture_cubemap_image EGL_KHR_image EGL_KHR_image_base EGL_KHR_image_pixmap EGL_KHR_no_config_context EGL_KHR_partial_update EGL_KHR_reusable_sync EGL_KHR_surfaceless_context EGL_KHR_swap_buffers_with_damage EGL_EXT_pixel_format_float EGL_KHR_wait_sync EGL_MESA_configless_context EGL_MESA_drm_image EGL_MESA_gl_interop EGL_MESA_image_dma_buf_export EGL_MESA_query_driver EGL_MESA_x11_native_visual_id EGL_NOK_texture_from_pixmap EGL_WL_bind_wayland_display EGL_EXTENSIONS(nullptr): EGL_EXT_device_base EGL_EXT_device_enumeration EGL_EXT_device_query EGL_EXT_device_query_name EGL_KHR_client_get_all_proc_addresses EGL_EXT_client_extensions EGL_KHR_debug EGL_EXT_platform_device EGL_EXT_explicit_device EGL_EXT_platform_wayland EGL_KHR_platform_wayland EGL_EXT_platform_x11 EGL_EXT_platform_xcb EGL_MESA_platform_gbm EGL_KHR_platform_gbm EGL_MESA_platform_surfaceless</p>
WebGL-1-Treiber: Renderer	Intel -- Mesa Intel(R) HD Graphics 5500 (BDW GT2)
WebGL-1-Treiber: Version	4.6 (Compatibility Profile) Mesa 25.0.7-0ubuntu0.24.04.2
WebGL-1-Treiber: Erweiterungen	<p>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_color_filter 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_multi_draw_arrays GL_EXT_secondary_color GL_EXT_texture_env_add GL_EXT_texture_filter_anisotropic GL_EXT_texture_lod_bias GL_INCR_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_compression GL_EXT_framebuffer_object GL_EXT_texture_compression_s3tc GL_EXT_texture_compression_rgtc GL_EXT_texture_env_dot3 GL_MESA_window_pos GL_NV_packed_depth_stencil GL_NV_texture_rectangle GL</p>

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_copy_depth_to_color GL_NV_depth_clamp GL_N
GL_NV_half_float GL_APPLE_packed_pixels GL_ARB_draw_buffers GL_ARB_fragment_program GL_ARB_fragn
GL_ARB_shader_objects GL_ARB_vertex_program GL_ARB_vertex_shader GL_ATI_draw_buffers GL_ATI_textu
GL_ATI_texture_float GL_EXT_shadow_funcs GL_EXT_stencil_wrap GL_MESA_pack_invert GL_NV_primitive_re
GL_ARB_depth_clamp GL_ARB_fragment_program_shadow GL_ARB_half_float_pixel GL_ARB_occlusion_query
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_r
GL_ARB_color_buffer_float GL_ARB_pixel_buffer_object GL_ARB_texture_compression_rgtc GL_ARB_texture
GL_ARB_texture_rectangle GL_ATI_texture_compression_3dc GL_EXT_packed_float GL_EXT_pixel_buffer_obj
GL_EXT_texture_compression_dxt1 GL_EXT_texture_compression_rgtc GL_EXT_texture_rectangle GL_EXT_te
GL_EXT_texture_shared_exponent GL_ARB_framebuffer_object GL_EXT_framebuffer_blit GL_EXT_framebuff
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_compression_latc GL_EXT_texture_integer GL_EXT_texture_sRGB_decode GL_EXT_timer_qu
GL_OES_EGL_image GL_AMD_performance_monitor GL_EXT_texture_buffer_object GL_AMD_texture_texture
GL_ARB_copy_buffer GL_ARB_depth_buffer_float GL_ARB_draw_instanced GL_ARB_half_float_vertex GL_ARB
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_draw_buffers_blend GL_AMD_seamless_cubemap_per_texture GL_AR
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_texture_lod GL_ARB_tessellation_shader GL_ARB_texture_buffer_object_rgb32 GL_ARB_text
GL_ARB_texture_gather GL_ARB_texture_multisample GL_ARB_texture_query_lod GL_ARB_texture_rgb10_a
GL_ARB_uniform_buffer_object GL_ARB_vertex_type_2_10_10_10_rev GL_EXT_provoking_vertex GL_EXT_tex
GL_EXT_texture_storage GL_MESA_texture_signed_rgba GL_NV_copy_image GL_NV_texture_barrier GL_ARB
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_s
GL_ARB_texture_compression_bptc GL_ARB_timer_query GL_ARB_transform_feedback2 GL_ARB_transform_f
GL_ARB_vertex_attrib_64bit GL_ARB_viewport_array GL_EXT_direct_state_access GL_EXT_vertex_attrib_64bi
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_int
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
GL_ARB_transform_feedback_instanced GL_EXT_framebuffer_multisample_blit_scaled GL_EXT_transform_fe
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_v
GL_ARB_compute_shader GL_ARB_copy_image GL_ARB_explicit_uniform_location GL_ARB_fragment_layer_v
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_tex
GL_ARB_texture_storage_multisample GL_ARB_texture_view GL_ARB_vertex_attrib_binding GL_KHR_debug (
GL_KHR_texture_compression_astc_ldr GL_AMD_pinned_memory GL_ARB_buffer_storage GL_ARB_clear_text
GL_ARB_compute_variable_group_size GL_ARB_enhanced_layouts GL_ARB_indirect_parameters GL_ARB_inte
GL_ARB_multi_bind GL_ARB_query_buffer_object GL_ARB_seamless_cubemap_per_texture GL_ARB_shader (
GL_ARB_shader_group_vote GL_ARB_shading_language_include GL_ARB_texture_mirror_clamp_to_edge GL_
GL_ARB_vertex_type_10f_11f_11f_rev GL_EXT_debug_label GL_EXT_shader_integer_mix GL_INTEL_performa
GL_ARB_ES3_1_compatibility GL_ARB_clip_control GL_ARB_conditional_render_inverted GL_ARB_cull_distanc
GL_ARB_derivative_control GL_ARB_direct_state_access GL_ARB_get_texture_sub_image GL_ARB_pipeline_sl
GL_ARB_shader_texture_image_samples GL_ARB_texture_barrier GL_ARB_transform_feedback_overflow_qu
GL_EXT_polygon_offset_clamp GL_KHR_blend_equation_advanced GL_KHR_context_flush_control
GL_KHR_robust_buffer_access_behavior GL_ARB_ES3_2_compatibility GL_ARB_gpu_shader_int64
GL_ARB_parallel_shader_compile GL_ARB_shader_atomic_counter_ops GL_ARB_shader_ballot GL_ARB_shade
GL_ARB_shader_viewport_layer_array GL_EXT_shader_samples_identical GL_EXT_texture_sRGB_R8 GL_KHR_r
GL_KHR_texture_compression_astc_sliced_3d GL_ARB_gl_spirv GL_ARB_spirv_extensions GL_MESA_shader_ir
GL_ARB_polygon_offset_clamp GL_ARB_texture_filter_anisotropic GL_EXT_memory_object GL_EXT_memory_
GL_EXT_semaphore GL_EXT_semaphore_fd GL_KHR_parallel_shader_compile GL_NV_alpha_to_coverage_dith
GL_EXT_EGL_image_storage GL_EXT_shader_framebuffer_fetch_non_coherent GL_EXT_texture_shadow_lod
GL_INTEL_blackhole_render 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
GL_EXT_EGL_image_storage_compression GL_NV_ES1_1_compatibility GL_MESA_texture_const_bandwidth

WebGL-1-Erweiterungen

ANGLE_instanced_arrays EXT_blend_minmax EXT_color_buffer_half_float EXT_depth_clamp EXT_float_blend
EXT_shader_texture_lod EXT_sRGB EXT_texture_compression_bptc EXT_texture_compression_rgtc EXT_textu
MOZ_debug OES_element_index_uint OES_fbo_render_mipmap 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_comp
WEBGL_compressed_texture_s3tc_srgb WEBGL_debug_renderer_info WEBGL_debug_shaders WEBGL_depth_
WEBGL_draw_buffers WEBGL_lose_context

WebGL-2-Treiber: WSI Info

outOfProcess: false
inProcess: true
EGL_VENDOR: Mesa Project
EGL_VERSION: 1.5
EGL_EXTENSIONS: EGL_ANDROID_blob_cache EGL_ANDROID_native_fence_sync EGL_CHROMIUM_sync_contr
EGL_ANGLE_sync_control_rate EGL_EXT_buffer_age EGL_EXT_config_select_group EGL_EXT_create_context_
EGL_EXT_query_reset_notification_strategy EGL_EXT_surface_compression EGL_EXT_swap_buffers_with_dan
EGL_IMG_context_priority EGL_KHR_cl_event2 EGL_KHR_config_attribs EGL_KHR_context_flush_control EGL_
EGL_KHR_create_context_no_error EGL_KHR_fence_sync EGL_KHR_get_all_proc_addresses EGL_KHR_gl_color
EGL_KHR_gl_renderbuffer_image EGL_KHR_gl_texture_2D_image EGL_KHR_gl_texture_3D_image
EGL_KHR_gl_texture_cubemap_image EGL_KHR_image EGL_KHR_image_base EGL_KHR_image_pixmap
EGL_KHR_no_config_context EGL_KHR_partial_update EGL_KHR_reusable_sync EGL_KHR_surfaceless_context

	EGL_KHR_swap_buffers_with_damage EGL_EXT_pixel_format_float EGL_KHR_wait_sync EGL_MESA_configless EGL_MESA_drm_image EGL_MESA_gl_interop EGL_MESA_image_dma_buf_export EGL_MESA_query_driver EGL_MESA_x11_native_visual_id EGL_NOK_texture_from_pixmap EGL_WL_bind_wayland_display EGL_EXTENSIONS(nullptr): EGL_EXT_device_base EGL_EXT_device_enumeration EGL_EXT_device_query EGL_KHR_client_get_all_proc_addresses EGL_EXT_client_extensions EGL_KHR_debug EGL_EXT_platform_device EGL_EXT_explicit_device EGL_EXT_platform_wayland EGL_KHR_platform_wayland EGL_EXT_platform_x11 EGL_EXT_platform_xcb EGL_MESA_platform_gbm EGL_KHR_platform_gbm EGL_MESA_platform_surfaceless
WebGL-2-Treiber: Renderer	Intel -- Mesa Intel(R) HD Graphics 5500 (BDW GT2)
WebGL-2-Treiber: Version	4.6 (Core Profile) Mesa 25.0.7-0ubuntu0.24.04.2
WebGL-2-Treiber: Erweiterungen	GL_3DFX_texture_compression_FXT1 GL_AMD_conservative_depth GL_AMD_draw_buffers_blend GL_AMD_g GL_AMD_multi_draw_indirect GL_AMD_performance_monitor GL_AMD_pinned_memory GL_AMD_query_buffer GL_AMD_seamless_cubemap_per_texture 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_ 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_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 GL_ARB_direct_state_access GL_ARB_draw_buffers GL_ARB_draw_buffers_blend GL_ARB_draw_elements_base 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_framebuffer_no_attachments GL_ARB_framebuffer_object GL_ARB_frame GL_ARB_get_program_binary GL_ARB_get_texture_sub_image GL_ARB_gl_spirv GL_ARB_gpu_shader5 GL_ARB 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 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 GL_ARB_point_sprite GL_ARB_polygon_offset_clamp GL_ARB_program_interface_query GL_ARB_provoking GL_ARB_query_buffer_object GL_ARB_robust_buffer_access_behavior GL_ARB_robustness GL_ARB_sample 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_ GL_ARB_shader_bit_encoding GL_ARB_shader_clock GL_ARB_shader_draw_parameters GL_ARB_shader_group 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_420pack GL_ARB_shading_language_include GL_ARB_shading_language_packing GL_ARB_spirv_extensions GL_ARB_st GL_ARB_sync GL_ARB_tessellation_shader GL_ARB_texture_barrier GL_ARB_texture_border_clamp GL_ARB_texture GL_ARB_texture_buffer_object_rgb32 GL_ARB_texture_buffer_range GL_ARB_texture_compression_bptc GL_ GL_ARB_texture_compression_rgtc GL_ARB_texture_cube_map_array GL_ARB_texture_filter_anisotropic GL_

	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_text 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_buf GL_ARB_vertex_shader GL_ARB_vertex_type_10f_11f_11f_rev GL_ARB_vertex_type_2_10_10_10_rev GL_ARB GL_ATI_blend_equation_separate GL_ATI_texture_float GL_EXT_EGL_image_storage GL_EXT_EGL_image_stor GL_EXT_EGL_sync GL_EXT_abgr GL_EXT_blend_equation_separate GL_EXT_debug_label GL_EXT_demote_to_ 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_EX GL_EXT_memory_object_fd 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_semaphore GL_EXT_semaphore_fd GL_EXT_shader_framebuffer_fetch_non_coherent GL_EXT_shader_integer_mix GL_EXT_shader_samples_iden GL_EXT_texture_array GL_EXT_texture_compression_dxt1 GL_EXT_texture_compression_rgtc GL_EXT_textur 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_text GL_EXT_texture_storage GL_EXT_texture_swizzle GL_EXT_timer_query GL_EXT_transform_feedback GL_EXT_ GL_EXT_vertex_attrib_64bit GL_IBM_multimode_draw_arrays GL_INTEL_blackhole_render GL_INTEL_perform GL_INTEL_shader_integer_functions2 GL_KHR_blend_equation_advanced GL_KHR_context_flush_control GL_I GL_KHR_no_error GL_KHR_parallel_shader_compile GL_KHR_robust_buffer_access_behavior GL_KHR_robustr GL_KHR_texture_compression_astc_ldr GL_KHR_texture_compression_astc_sliced_3d GL_MESA_framebuffer_ GL_MESA_pack_invert GL_MESA_shader_integer_functions GL_MESA_texture_const_bandwidth GL_MESA_tex GL_NV_alpha_to_coverage_dither_control GL_NV_compute_shader_derivatives GL_NV_conditional_render GL GL_NV_depth_clamp GL_NV_packed_depth_stencil GL_NV_texture_barrier GL_OES_EGL_image GL_S3_s3tc
WebGL-2-Erweiterungen	EXT_color_buffer_float EXT_depth_clamp EXT_float_blend EXT_texture_compression_bptc EXT_texture_com EXT_texture_filter_anisotropic MOZ_debug OES_draw_buffers_indexed 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_c
Window-Protokoll	x11
Desktop-Umgebung	unity
Anvisierte Bildwiederholfr­quenz (Framerate)	60
WebGPU-Standardadapter	{ "navigator.gpu": null }
WebGPU-Rückfalladapter	{ "navigator.gpu": null }

}

GPU 1

Aktiv	Ja		
Beschreibung	Mesa Intel(R) HD Graphics 5500 (BDW GT2)		
Herstellerkennung	0x8086		
Geräteerkennung	0x1616		
Treiber-Hersteller	mesa/iris		
Treiber-Version	25.0.7.0		
RAM	0		
Weitere Informationen			
AzureCanvasBackend	skia		
AzureContentBackend	skia		
AzureFallbackCanvasBackend	skia		
CMSOutputProfile	Empty profile data		
Display0	1366x768@60Hz scales:1.000000 1.000000		
DisplayCount	1		
Debug-Informationen zur Sichtbarkeit von Schriftarten	Ubuntu Unknown - ID=ubuntuVERSION_ID="24"		
Entscheidungsprotokoll			
HW_COMPOSITING	default	available	
OPENGL_COMPOSITING	default	available	
WEBRENDER	default	available	
WEBRENDER_COMPOSITOR	default	disabled	Disabled by default
	env	blocklisted	Blocklisted by gfxInfo
WEBRENDER_PARTIAL	default	available	
WEBRENDER_SHADER_CACHE	default	disabled	Disabled by default
WEBRENDER_OPTIMIZED_SHADERS	default	available	
WEBRENDER_ANGLE	default	available	
	env	unavailable	OS not supported

Blockiert; Fehlercode FEATURE_FAILURE_DI

Blockiert; Fehlercode
FEATURE_FAILURE_WEBRENDER_COMPOS

Blockiert; Fehlercode FEATURE_FAILURE_DISABLED

Blockiert; Fehlercode FEATURE_FAILURE_OS

WEBRENDER_DCOMP_PRESENT	default	available		
	user	disabled	User disabled via pref	Blockiert; Fehlercode FEATURE_FAILURE_DCOMP_PREF_DISABLE
	env	unavailable	Requires GPU process	Blockiert; Fehlercode FEATURE_FAILURE_N
	runtime	unavailable	Requires ANGLE	Blockiert; Fehlercode FEATURE_FAILURE_D
WEBRENDER_SCISSORED_CACHE_CLEARS	default	available		
WEBGPU	default	available		
X11_EGL	default	available		
DMABUF	default	available		
HARDWARE_VIDEO_DECODING	default	available		
HARDWARE_VIDEO_ENCODING	default	available		
HW_DECODED_VIDEO_ZERO_COPY	default	available		
VP8_HW_DECODE	default	available		
VP9_HW_DECODE	default	available		
	env	blocklisted	#BLOCKLIST_FEATURE_FAILURE_VIDEO_DECODING_MISSING	Blockiert; Fehlercode FEATURE_FAILURE_VIDEO_
DMABUF_SURFACE_EXPORT	default	available		
	env	blocked	Blocklisted by gfxInfo	Blockiert; Fehlercode FEATURE_FAILURE_BROKE
BACKDROP_FILTER	default	available		
CANVAS_RENDERER_THREAD	default	available		
ACCELERATED_CANVAS2D	default	available		
H264_HW_DECODE	default	available		
AV1_HW_DECODE	default	available		
	env	blocklisted	#BLOCKLIST_FEATURE_FAILURE_VIDEO_DECODING_MISSING	Blockiert; Fehlercode FEATURE_FAILURE_VIDEO_
HEVC_HW_DECODE	default	available		

	env	blocklisted	#BLOCKLIST_FEATURE_FAILURE_VIDEO_DECODING_MISSING	Blockiert; Fehlercode FEATURE_FAILURE_VIDEO_
DMABUF_WEBGL	default	available		
VP8_HW_ENCODE	default	available		
	env	blocklisted	#BLOCKLIST_FEATURE_FAILURE_VIDEO_ENCODING_MISSING	Blockiert; Fehlercode FEATURE_FAILURE_VIDEO_
VP9_HW_ENCODE	default	available		
	env	blocklisted	#BLOCKLIST_FEATURE_FAILURE_VIDEO_ENCODING_MISSING	Blockiert; Fehlercode FEATURE_FAILURE_VIDEO_
H264_HW_ENCODE	default	available		
	env	blocklisted	#BLOCKLIST_FEATURE_FAILURE_VIDEO_ENCODING_MISSING	Blockiert; Fehlercode FEATURE_FAILURE_VIDEO_
AV1_HW_ENCODE	default	available		
	env	blocklisted	#BLOCKLIST_FEATURE_FAILURE_VIDEO_ENCODING_MISSING	Blockiert; Fehlercode FEATURE_FAILURE_VIDEO_
HEVC_HW_ENCODE	default	available		
	env	blocklisted	#BLOCKLIST_FEATURE_FAILURE_VIDEO_ENCODING_MISSING	Blockiert; Fehlercode FEATURE_FAILURE_VIDEO_
GL_NORM16_TEXTURES	default	available		
WEBGPU_EXTERNAL_TEXTURE	default	disabled	Disabled by default	Blockiert; Fehlercode FEATURE_FAILURE_DI
	runtime	blocked	WebGPU external textures are not supported on this Operating Sy	Blockiert; Fehlercode WEBGPU_EXTERNAL_TEXTURE_UNSUPPOF
MESA_THREADING	default	available		
	env	failed	No glthread with EGL and X11	Blockiert; Fehlercode FEATURE_FAILURE_EGL_X11

Medien

Audio-Backend	pulse-rust
Max. Kanäle	2

Bevorzugte Sample-Rate	44100				
Roundtrip-Latenz (Standardabweichung)	48.77ms (2.79)				
Support-Informationen zum Codec	Codec-Name	Software-Dekodierung	Hardware-Dekodierung	Software-Kodierung	Hardware-Kodierung
	H264	Unterstützt	Unterstützt	Nicht unterstützt	Nicht unterstützt
	VP9	Unterstützt	Nicht unterstützt	Nicht unterstützt	Nicht unterstützt
	VP8	Unterstützt	Unterstützt	Nicht unterstützt	Nicht unterstützt
	AV1	Unterstützt	Nicht unterstützt	Nicht unterstützt	Nicht unterstützt
	HEVC	Unterstützt	Nicht unterstützt	Nicht unterstützt	Nicht unterstützt
	AAC	Unterstützt	Nicht unterstützt	Nicht unterstützt	Nicht unterstützt
	MP3	Unterstützt	Nicht unterstützt	Nicht unterstützt	Nicht unterstützt
	Opus	Unterstützt	Nicht unterstützt	Nicht unterstützt	Nicht unterstützt
	Vorbis	Unterstützt	Nicht unterstützt	Nicht unterstützt	Nicht unterstützt
	FLAC	Unterstützt	Nicht unterstützt	Nicht unterstützt	Nicht unterstützt
	Wave	Unterstützt	Nicht unterstützt	Nicht unterstützt	Nicht unterstützt

Ausgabegeräte

Name	Gruppe	Hersteller	Status	Bevorzugt	Format	Kanäle	Rate	La
Internes Audio Analog Stereo	/devices/pci0000:00/0000:00:1b.0/sound/card1	Intel Corporation	Enabled	All	default: S16LE, support: S16LE S16BE F32LE F32BE	2	default: 44100, support: 1 - 384000	0 -
Internes Audio Digital Stereo (HDMI)	/devices/pci0000:00/0000:00:03.0/sound/card0	Intel Corporation	Unplugged	None	default: S16LE, support: S16LE S16BE F32LE F32BE	2	default: 44100, support: 1 - 384000	0 -

Eingabegeräte

Name	Gruppe	Hersteller	Status	Bevorzugt	Format	Kanäle	Rate	La
Internes Audio Analog Stereo	/devices/pci0000:00/0000:00:1b.0/sound/card1	Intel Corporation	Enabled	All	default: S16LE, support: S16LE S16BE F32LE F32BE	2	default: 44100, support: 1 - 384000	0 -
Monitor of Internes Audio Digital Stereo (HDMI)	/devices/pci0000:00/0000:00:03.0/sound/card0	Intel Corporation	Enabled	None	default: S16LE, support: S16LE S16BE F32LE F32BE	2	default: 44100, support: 1 - 384000	0 -
Monitor of Internes Audio Analog Stereo	/devices/pci0000:00/0000:00:1b.0/sound/card1	Intel Corporation	Enabled	None	default: S16LE, support: S16LE S16BE F32LE F32BE	2	default: 44100, support: 1 - 384000	0 -

[sound/card1](#)

Informationen zu Content Decryption Modules (CDM)

Name des Schlüsselsystems	Video-Robustheit	Audio-Robustheit	Funktionen	Fr St
org.w3.clearkey			{"persistent":"Optional","distinctive":"NotAllowed","sessionType":["Temporary"],"codec":{"decodingAndDecrypting":[],"decryptingOnly":["h264(all)","aac(all)","flac(all)","opus(all)","vp9(all)","av1(all)","vorbis(all)","vp8(all)"]}}	No

Umgebungsvariablen

DISPLAY	:0
GDK_PIXBUF_MODULEDIR	/snap/firefox/8054/gnome-platform/usr/lib/x86_64-linux-gnu/gdk-pixbuf-2.0/2.10.0/loaders
GDK_PIXBUF_MODULE_FILE	/home/uli/snap/firefox/common/.cache/gdk-pixbuf-loaders.cache
MOZ_APP_REMOTINGNAME	firefox_firefox
MOZ_APP_SILENT_START	
MOZ_ASSUME_USER_NS	1
MOZ_CRASHREPORTER_DATA_DIRECTORY	/home/uli/snap/firefox/common/.mozilla/firefox/Crash Reports
MOZ_CRASHREPORTER_EVENTS_DIRECTORY	/home/uli/snap/firefox/common/.mozilla/firefox/98edtoxw.test/crashes/events
MOZ_CRASHREPORTER_PING_DIRECTORY	/home/uli/snap/firefox/common/.mozilla/firefox/Pending Pings
MOZ_CRASHREPORTER_RESTART_ARG_1	-P
MOZ_CRASHREPORTER_RESTART_ARG_2	test
MOZ_CRASHREPORTER_RESTART_ARG_3	
MOZ_LAUNCHED_CHILD	
MOZ_LEGACY_HOME	1
XRE_BINARY_PATH	
XRE_PROFILE_LOCAL_PATH	
XRE_PROFILE_PATH	
XRE_RESTARTED_BY_PROFILE_MANAGER	
XRE_START_OFFLINE	

Externe Einstellungen

Status	OK
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Letzte Überprüfung	2026-04-01T13:52:19.000Z		
Lokaler Zeitstempel	1775050008132		
Chronik	Status	Datum	Infos
	success	Wed Apr 01 2026 15:26:48 GMT+0200 (Mittleuropäische Sommerzeit)	{}

Externe Experimente

Long term holdback 2026 Growth Desktop | delivery

Wichtige modifizierte Einstellungen

browser.contentblocking.category	standard
browser.search.region	DE
browser.startup.homepage_override.buildID	20260324124100
browser.startup.homepage_override.mstone	149.0
browser.urlbar.placeholderName	Google
browser.urlbar.quicksuggest.migrationVersion	7
doh-rollout.doneFirstRun	true
doh-rollout.home-region	DE
dom.forms.autocomplete.formautofill	true
extensions.lastAppVersion	149.0
media.gmp-gmpopenh264.abi	x86_64-gcc3
media.gmp-gmpopenh264.hashValue	f5246bf14d038adf4ce0c4360262ab722bc3de4220f047c3d542b4c564074b4877dc8659e
media.gmp-gmpopenh264.lastDownload	1775051524
media.gmp-gmpopenh264.lastInstallStart	1775051523
media.gmp-gmpopenh264.lastUpdate	1775051524
media.gmp-gmpopenh264.version	2.6.0
media.gmp.storage.version.observed	1
media.videocontrols.picture-in-picture.video-toggle.first-seen-secs	1775051601
media.videocontrols.picture-in-picture.video-toggle.has-used	true
network.cookie.CHIPS.lastMigrateDatabase	2
privacy.bounceTrackingProtection.hasMigratedUserActivationData	true

privacy.sanitize.pending	[{"id":"newtab-container","itemsToClear":[],"options":{}}]
privacy.trackingprotection.allow_list.hasMigratedCategoryPrefs	true
services.sync.engine.addresses.available	true
signon.firefoxRelay.showToAllBrowsers	true

Wichtige nicht veränderbare Einstellungen

extensions.formautofill.creditCards.os-auth.locked.enabled	false
fission.autostart.session	true
media.utility-process.enabled	true
signon.management.page.os-auth.locked.enabled	false

Chronik- und Lesezeichendatenbank

Datum der letzten Leerlauf-Wartung	Fehlt
Datum der letzten Bereinigung	Fehlt
Datum der letzten Integritätsverletzung	Fehlt

Barrierefreiheit

Aktiviert	false
Barrierefreiheit verhindern	0

Bibliotheken-Versionen

	Minimal vorausgesetzte Version	Verwendete Version
NSPR	4.38.2	4.38.2
NSS	3.121	3.121
NSSMIME	3.121	3.121
NSSSSL	3.121	3.121
NSSUTIL	3.121	3.121

Isolierte Umgebungen

Seccomp-BPF (Filtern von Systemaufrufen)	true
Seccomp-Thread-Synchronisierung	true
User-Namespaces	true
Inhaltsprozesse in isolierter Umgebung	true
Medienplugins in isolierter Umgebung	true
Ebene der isolierten Umgebung des Inhaltsprozesses	6
Effektive Ebene der isolierten Umgebung	6

Abgewiesene Systemaufrufe

#	Vor ... Sekunden	PID	TID	Prozesstyp	Systemaufruf	Parameter
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Start-Cache

Festplatten-Cache-Ordner	/home/uli/snap/firefox/common/.cache/mozilla/firefox/98edtoxw.test/startupCache/startupCache.8.little
Festplatten-Cache ignorieren	false
Festplatten-Cache bei Initialisierung erkannt	false
In Festplatten-Cache geschrieben	false

Internationalisierung & Lokalisierung

Anwendungseinstellungen	
Angeforderte Sprachen	["de-DE"]
Verfügbare Sprachen	["de","en-US"]
Anwendungssprachen	["de","en-US"]
Region-Einstellungen	["de-DE"]
Standardsprache	"en-US"
Betriebssystem	
Sprachen des Betriebssystems	["de-DE"]
Region-Einstellungen	["de-DE"]

Externes Debugging (Chromium-Protokoll)

Verbindungen werden akzeptiert	false
Adresse	

Drucken

Angepasste Druckeinstellungen

Inhaltsanalyse (DLP)

Aktiv	false
Verbunden mit Agent	
Agent-Pfad	
Agent hat Signaturüberprüfung nicht bestanden	
Anzahl Anfragen	