Graphics Feature Status

- Canvas: Hardware accelerated
- Flash: Hardware accelerated
- Flash Stage3D: Hardware accelerated
- Flash Stage3D Baseline profile: Hardware accelerated
- Compositing: Hardware accelerated
- Multiple Raster Threads: Enabled
- Native GpuMemoryBuffers: Hardware accelerated
- Rasterization: Software only, hardware acceleration unavailable
- Video Decode: Hardware accelerated
- Video Encode: Hardware accelerated
- WebGL: Hardware accelerated

Driver Bug Workarounds

- disable_multimonitor_multisampling
- init_varyings_without_static_use
- pack_parameters_workaround_with_pack_buffer
- regenerate_struct_names
- scalarize_vec_and_mat_constructor_args
- set_zero_level_before_generating_mipmap
- unfold_short_circuit_as_ternary_operation
- unpack_alignment_workaround_with_unpack_buffer
- use_intermediary_for_copy_texture_image
- validate_multisample_buffer_allocation

Problems Detected

- Some GPUs on Mac can perform poorly with GPU rasterization. Disable all known AMD GPUs other than the R200, R300, and D series, which have been tested.: 613272, 614468
  Disabled Features: gpu_rasterization
- There are display issues with GPU Raster on OSX 10.9: 611310
  Disabled Features: gpu_rasterization
- Multisampling is buggy on OSX when multiple monitors are connected: 237931
  Applied Workarounds: disable_multimonitor_multisampling
- Multisampled renderbuffer allocation must be validated on some Macs: 290391
  Applied Workarounds: validate_multisample_buffer_allocation
- Unfold short circuit on Mac OS X: 307751
  Applied Workarounds: unfold_short_circuit_as_ternary_operation
- Mac drivers handle varyings without static use incorrectly: 322760
  Applied Workarounds: init_varyings_without_static_use
- Always rewrite vec/mat constructors to be consistent: 398694
  Applied Workarounds: scalarize_vec_and_mat_constructor_args
- Mac drivers handle struct scopes incorrectly: 403957
  Applied Workarounds: regenerate_struct_names
- glGenerateMipmap fails if the zero texture level is not set on some Mac drivers: 560499
  Applied Workarounds: set_zero_level_before_generating_mipmap
- Pack parameters work incorrectly with pack buffer bound: 563714
  Applied Workarounds: pack_parameters_workaround_with_pack_buffer
- Alignment works incorrectly with unpack buffer bound: 563714
  Applied Workarounds: unpack_alignment_workaround_with_unpack_buffer
- copyTexImage2D fails when reading from IOSurface on multiple GPU types.: 581777
  Applied Workarounds: use_intermediary_for_copy_texture_image

Version Information

Data exported	8/3/2016, 3:40:13 PM
Chrome version	Chrome/52.0.2743.82

Operating system	Mac OS X 10.9.5
Software rendering list version	11.7
Driver bug list version	8.68
ANGLE commit id	f07246f6a06d
2D graphics backend	Skia
Command Line Args	Chrome.app/Contents/MacOS/Google Chrome --flag-switches-begin --flag-switches-end

Driver Information

Initialization time	1739
In-process GPU	false
Sandboxed	true
GPU0	VENDOR = 0x1002, DEVICE= 0x6741 *ACTIVE*
Optimus	false
AMD switchable	false
Driver vendor	
Driver version	1.24.39
Driver date	
Pixel shader version	1.20
Vertex shader version	1.20
Max. MSAA samples	8
Machine model name	iMac
Machine model version	12.1
GL_VENDOR	ATI Technologies Inc.
GL_RENDERER	AMD Radeon HD 6750M OpenGL Engine
GL_VERSION	2.1 ATI-1.24.39
	GL_ARB_color_buffer_float GL_ARB_depth_buffer_float GL_ARB_depth_clamp GL_ARB_depth_texture GL_ARB_draw_buffers GL_ARB_draw_elements_base_vertex GL_ARB_draw_instanced GL_ARB_fragment_program GL_ARB_fragment_program_shadow GL_ARB_fragment_shader GL_ARB_framebuffer_object GL_ARB_framebuffer_sRGB GL_ARB_half_float_pixel GL_ARB_half_float_vertex GL_ARB_imaging GL_ARB_instanced_arrays GL_ARB_multisample GL_ARB_multitexture GL_ARB_occlusion_query GL_ARB_pixel_buffer_object GL_ARB_point_parameters GL_ARB_point_sprite GL_ARB_provoking_vertex GL_ARB_seamless_cube_map GL_ARB_shader_objects GL_ARB_shader_texture_lod GL_ARB_shading_language_100 GL_ARB_shadow GL_ARB_shadow_ambient GL_ARB_sync GL_ARB_texture_border_clamp GL_ARB_texture_compression GL_ARB_texture_compression_rgtc GL_ARB_texture_cube_map GL_ARB_texture_env_add GL_ARB_texture_env_combine GL_ARB_texture_env_crossbar GL_ARB_texture_env_dot3 GL_ARB_texture_float GL_ARB_texture_mirrored_repeat GL_ARB_texture_non_power_of_two GL_ARB_texture_rectangle GL_ARB_texture_rg GL_ARB_transpose_matrix GL_ARB_vertex_array_bgra GL_ARB_vertex_blend GL_ARB_vertex_buffer_object GL_ARB_vertex_program GL_ARB_vertex_shader GL_ARB_window_pos GL_EXT_abgr

GL_EXTENSIONS	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_clip_volume_hint GL_EXT_debug_label GL_EXT_debug_marker GL_EXT_draw_buffers2 GL_EXT_draw_range_elements GL_EXT_fog_coord GL_EXT_framebuffer_blit GL_EXT_framebuffer_multisample GL_EXT_framebuffer_object GL_EXT_framebuffer_sRGB GL_EXT_geometry_shader4 GL_EXT_gpu_program_parameters GL_EXT_gpu_shader4 GL_EXT_multi_draw_arrays GL_EXT_packed_depth_stencil GL_EXT_packed_float GL_EXT_provoking_vertex GL_EXT_rescale_normal GL_EXT_secondary_color GL_EXT_separate_specular_color GL_EXT_shadow_funcs GL_EXT_stencil_two_side GL_EXT_stencil_wrap GL_EXT_texture_array GL_EXT_texture_compression_dxt1 GL_EXT_texture_compression_s3tc GL_EXT_texture_env_add GL_EXT_texture_filter_anisotropic GL_EXT_texture_integer GL_EXT_texture_lod_bias GL_EXT_texture_mirror_clamp GL_EXT_texture_rectangle GL_EXT_texture_shared_exponent GL_EXT_texture_sRGB GL_EXT_texture_sRGB_decode GL_EXT_timer_query GL_EXT_transform_feedback GL_EXT_vertex_array_bgra GL_APPLE_aux_depth_stencil GL_APPLE_client_storage GL_APPLE_element_array GL_APPLE_fence GL_APPLE_float_pixels GL_APPLE_flush_buffer_range GL_APPLE_flush_render GL_APPLE_object_purgeable GL_APPLE_packed_pixels GL_APPLE_pixel_buffer GL_APPLE_rgb_422 GL_APPLE_row_bytes GL_APPLE_specular_vector GL_APPLE_texture_range GL_APPLE_transform_hint GL_APPLE_vertex_array_object GL_APPLE_vertex_array_range GL_APPLE_vertex_point_size GL_APPLE_vertex_program_evaluators GL_APPLE_ycbcr_422 GL_ATI_blend_equation_separate GL_ATI_blend_weighted_minmax GL_ATI_separate_stencil GL_ATI_texture_compression_3dc GL_ATI_texture_env_combine3 GL_ATI_texture_float GL_ATI_texture_mirror_once GL_IBM_rasterpos_clip GL_NV_blend_square GL_NV_conditional_render GL_NV_depth_clamp GL_NV_fog_distance GL_NV_light_max_exponent GL_NV_texgen_reflection GL_NV_texture_barrier GL_SGI_color_matrix GL_SGIS_generate_mipmap GL_SGIS_texture_edge_clamp GL_SGIS_texture_lod
Disabled Extensions	
Window system binding vendor	
Window system binding version	
Window system binding extensions	
Direct rendering	Yes
Reset notification strategy	0x0000
GPU process crash count	0

Compositor Information

Tile Update Mode	Zero-copy

Partial Raster	Disabled

GpuMemoryBuffers Status

ATC	Software only
ATCIA	Software only
DXT1	Software only
DXT5	Software only
ETC1	Software only
R_8	GPU_READ_CPU_READ_WRITE, GPU_READ_CPU_READ_WRITE_PERSISTENT
BGR_565	Software only
RGBA_4444	Software only
RGBX_8888	Software only
RGBA_8888	GPU_READ, SCANOUT
BGRX_8888	GPU_READ, SCANOUT
BGRA_8888	GPU_READ, SCANOUT, GPU_READ_CPU_READ_WRITE, GPU_READ_CPU_READ_WRITE_PERSISTENT
YUV_420	Software only
YUV_420_BIPLANAR	GPU_READ_CPU_READ_WRITE, GPU_READ_CPU_READ_WRITE_PERSISTENT
UYVY_422	GPU_READ_CPU_READ_WRITE, GPU_READ_CPU_READ_WRITE_PERSISTENT

Log Messages

- [1311:114807:0803/140741:ERROR:vt_video_decode_accelerator_mac.cc(651)] : Illegal attempt to decode without IDR. Discarding decode requests until next IDR.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION :

glDrawElements: framebuffer incomplete

- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete

- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(10107)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_VALUE : glScheduleOverlayPlaneCHROMIUM: unknown texture
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.

- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete

- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(10107)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_VALUE : glScheduleOverlayPlaneCHROMIUM: unknown texture
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.

- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete

- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(10107)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_VALUE : glScheduleOverlayPlaneCHROMIUM: unknown texture
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.

- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete

- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete

- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(10107)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_VALUE : glScheduleOverlayPlaneCHROMIUM: unknown texture
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete

- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete

- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(10107)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_VALUE : glScheduleOverlayPlaneCHROMIUM: unknown texture
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(8113)] : [.DisplayCompositor-0x7fece5198c00]RENDER WARNING: texture bound to texture unit 0 is not renderable. It maybe non-power-of-2 and have incompatible texture filtering.
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete

- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete

- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(10107)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_VALUE : glScheduleOverlayPlaneCHROMIUM: unknown texture
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece5198c00]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/152905:ERROR:logger.cc(46)] : Too many GL errors, not reporting any more for this context. use --disable-gl-error-limit to see all errors.
- [1311:1287:0803/152908:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does

not exist

- [1311:1287:0803/152908:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152908:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152908:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152909:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152909:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152909:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152909:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152909:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152909:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152909:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152909:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152909:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152909:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152909:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152909:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152909:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152909:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152909:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152909:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f968058ca00]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152909:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f968058ca00]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152912:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist

- [1311:1287:0803/152912:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152912:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist

- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152914:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist

- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/152916:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f9682ba5600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153144:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f82b3336c00]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153144:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f82b3336c00]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153144:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece71af000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/153144:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece71af000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/153144:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece71af000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete

- [1311:1287:0803/153144:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece71af000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/153144:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece71af000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/153144:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece71af000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/153144:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece71af000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/153144:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece71af000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/153144:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece71af000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/153144:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece71af000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/153144:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece71af000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/153144:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece71af000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/153144:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece71af000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/153144:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece71af000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/153144:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece71af000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/153144:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece71af000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/153144:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece71af000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/153144:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece71af000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/153144:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece71af000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/153144:ERROR:gles2_cmd_decoder.cc(10107)] : [.DisplayCompositor-0x7fece71af000]GL ERROR :GL_INVALID_VALUE : glScheduleOverlayPlaneCHROMIUM: unknown texture
- [1311:1287:0803/153218:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f82b3336c00]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153218:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f82b3336c00]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153218:ERROR:gles2_cmd_decoder.cc(10165)] : [.DisplayCompositor-0x7fece71af000]GL ERROR :GL_INVALID_VALUE : glScheduleCALayerCHROMIUM: unsupported texture format

- [1311:1287:0803/153218:ERROR:gles2_cmd_decoder.cc(10165)] : [.DisplayCompositor-0x7fece71af000]GL ERROR :GL_INVALID_VALUE : glScheduleCALayerCHROMIUM: unsupported texture format
- [1311:1287:0803/153258:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153258:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153300:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153300:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153300:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153300:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153300:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153306:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153306:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153306:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153306:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153306:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153307:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153307:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153307:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153307:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153308:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist

- [1311:1287:0803/153308:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153308:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153308:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153308:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153308:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153308:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153308:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153308:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153309:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153309:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153309:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153309:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153309:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153309:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153309:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153309:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153309:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153309:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153309:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist

- [1311:1287:0803/153324:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153324:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153325:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153325:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153325:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153325:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153325:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153325:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153325:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153326:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153326:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153328:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153328:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/153328:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fa851884000]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154000:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f82b3336c00]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154000:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7f82b3336c00]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154000:ERROR:gles2_cmd_decoder.cc(10165)] : [.DisplayCompositor-0x7fece71af000]GL ERROR :GL_INVALID_VALUE : glScheduleCALayerCHROMIUM: unsupported texture format
- [1311:1287:0803/154000:ERROR:gles2_cmd_decoder.cc(10165)] : [.DisplayCompositor-0x7fece71af000]GL ERROR :GL_INVALID_VALUE : glScheduleCALayerCHROMIUM: unsupported texture format
- [1311:1287:0803/154002:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist

- [1311:1287:0803/154002:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154003:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154003:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154003:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154003:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154003:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154003:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154003:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154003:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154004:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154004:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154004:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154004:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154004:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154004:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154004:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154004:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154005:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154005:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist

- [1311:1287:0803/154005:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154005:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154005:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154005:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154006:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154006:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154006:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154006:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154006:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154006:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154006:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154006:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154007:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154007:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154007:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154007:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154007:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154007:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154007:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154007:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist

- [1311:1287:0803/154007:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154008:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154008:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154008:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154008:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154008:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154008:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154008:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154008:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154008:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154008:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154008:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154008:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154009:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154009:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154009:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154009:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154010:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154010:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist

- [1311:1287:0803/154010:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154010:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154010:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154010:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154011:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154011:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154011:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154011:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154011:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154012:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154012:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154012:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154012:ERROR:texture_manager.cc(2520)] : [.RenderCompositor-0x7fb031025600]GL ERROR :GL_INVALID_OPERATION : glTexSubImage2D: level 0 does not exist
- [1311:1287:0803/154013:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece37be000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/154013:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece37be000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/154013:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece37be000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/154013:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece37be000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/154013:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece37be000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/154013:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece37be000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete

- [1311:1287:0803/154013:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece37be000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/154013:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece37be000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/154013:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece37be000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/154013:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece37be000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/154013:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece37be000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/154013:ERROR:gles2_cmd_decoder.cc(3879)] : [.DisplayCompositor-0x7fece37be000]GL ERROR :GL_INVALID_FRAMEBUFFER_OPERATION : glDrawElements: framebuffer incomplete
- [1311:1287:0803/154013:ERROR:gles2_cmd_decoder.cc(10107)] : [.DisplayCompositor-0x7fece37be000]GL ERROR :GL_INVALID_VALUE : glScheduleOverlayPlaneCHROMIUM: unknown texture