

Legend	Supported	Family	Products
✓	Supported	NV4	TNT, TNT2
*	Supported (software)	NV10, NV11, NV15, NV17, NV18	GeForce 256, GeForce 2, GeForce 4 MX
*	Not supported	NV20	GeForce 3
■	Native	NV25, NV28	GeForce 4 Ti
■	Precision substitution	NV30, NV31, NV34, NV35, NV36, NV38	GeForce FX
■	Unsupported/slow	NV40, NV41, NV43	GeForce 6800, GeForce 6600, GeForce 6200
		NV44	GeForce 6200 Turbo Cache
		G80, G84, G86, G92, G94, G98 GT200	GeForce 8800 GTX, GeForce 8800 GTS GeForce GTX 260, GeForce GTX 280

OpenGL Internal Format

	NV4	NV10	NV20	NV25	NV30	NV40	NV44	G80	GT200	Extension
ALPHA4	A8	A8	A8	A8	A8	A8	A8	A8	A8	OpenGL 1.1
ALPHA8	A8	A8	A8	A8	A8	A8	A8	A8	A8	OpenGL 1.1
ALPHA12	A8	A8	A8	A8	A16	A16	A16	A16	A16	OpenGL 1.1
ALPHA16	A8	A8	A8	A8	A8	A8	A8	A8	A8	OpenGL 1.1
DEPTH_COMPONENT16	*	✓	✓	✓	✓	✓	✓	D24	✓	OpenGL 1.4 or ARB_depth_texture
DEPTH_COMPONENT24	*	✓	✓	✓	✓	✓	✓	✓	✓	OpenGL 1.4 or ARB_depth_texture
DEPTH_COMPONENT32	*	D24	D24	D24	D24	D24	D24	D24	D24	OpenGL 1.4 or ARB_depth_texture
LUMINANCE4	L8	L8	L8	L8	L8	L8	L8	L8	L8	OpenGL 1.1
LUMINANCE8	✓	✓	✓	✓	✓	✓	✓	✓	✓	OpenGL 1.1
LUMINANCE12	L8	L8	L8	L8	L16	L16	L16	L16	L16	OpenGL 1.1
LUMINANCE16	L8	L8	L8	L8	✓	✓	✓	✓	✓	OpenGL 1.1
LUMINANCE4_ALPHA4	RGBA8	RGBA8	L8A8	L8A8	L8A8	L8A8	L8A8	L8A8	L8A8	OpenGL 1.1
LUMINANCE6_ALPHA2	RGBA8	RGBA8	L8A8	L8A8	L8A8	L8A8	L8A8	L8A8	L8A8	OpenGL 1.1
LUMINANCE8_ALPHA4	RGBA8	RGBA8	✓	✓	✓	✓	✓	✓	✓	OpenGL 1.1
LUMINANCE12_ALPHA4	RGBA8	RGBA8	L8A8	L8A8	L8A8	L8A8	L8A8	L8A8	L8A8	OpenGL 1.1
LUMINANCE12_ALPHA12	RGBA8	RGBA8	L8A8	L8A8	L8A8	L16A16	L16A16	L16A16	L16A16	OpenGL 1.1
LUMINANCE16_ALPHA16	RGBA8	RGBA8	L8A8	L8A8	L8A8	✓	✓	✓	✓	OpenGL 1.1
INTENSITY4	I8	I8	I8	I8	I8	I8	I8	I8	I8	OpenGL 1.1
INTENSITY8	✓	✓	✓	✓	✓	✓	✓	✓	✓	OpenGL 1.1
INTENSITY12	I8	I8	I8	I8	I16	I16	I16	I16	I16	OpenGL 1.1
INTENSITY16	I8	I8	I8	I8	✓	✓	✓	✓	✓	OpenGL 1.1
R3_G3_B2	R5G6B5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	OpenGL 1.1
RGB4	R5G6B5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	OpenGL 1.1
RGB5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	OpenGL 1.1
RGB8	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	✓	✓	RGBA8	RGBA8	OpenGL 1.1
RGB10	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	RGB8	RGB10_A2	RGB10_A2	OpenGL 1.1
RGB12	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	RGB8	RGB10_A2	RGB10_A2	OpenGL 1.1
RGB16	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	RGB8	RGBA16	RGBA16	OpenGL 1.1
RGBA2	RGBA4	RGBA4	RGBA4	RGBA4	RGBA4	RGBA4	RGBA4	RGBA4	RGBA4	OpenGL 1.1
RGBA4	✓	✓	✓	✓	✓	✓	✓	✓	✓	OpenGL 1.1
RGB5_A1	✓	✓	✓	✓	✓	✓	✓	✓	✓	OpenGL 1.1
RGBA8	✓	✓	✓	✓	✓	✓	✓	✓	✓	OpenGL 1.1
RGB10_A2	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	✓	✓	OpenGL 1.1
RGBA12	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	✓	✓	OpenGL 1.1
RGBA16	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	✓	✓	✓	OpenGL 1.1
COLOR_INDEX1	*	C18	C18	C18	C18	*	*	*	*	EXT_paletted_texture
COLOR_INDEX2	*	C18	C18	C18	C18	*	*	*	*	EXT_paletted_texture
COLOR_INDEX4	*	C18	C18	C18	C18	*	*	*	*	EXT_paletted_texture
COLOR_INDEX8	*	✓	✓	✓	✓	*	*	*	*	EXT_paletted_texture
COLOR_INDEX12	*	*	*	*	*	*	*	*	*	EXT_paletted_texture
COLOR_INDEX16	*	*	*	*	*	*	*	*	*	EXT_paletted_texture
COMPRESSED_RGBA_S3TC_DXT1	*	✓	✓	✓	✓	✓	✓	✓	✓	EXT_texture_compression_s3tc
COMPRESSED_RGBA_S3TC_DXT3	*	✓	✓	✓	✓	✓	✓	✓	✓	EXT_texture_compression_s3tc
COMPRESSED_RGBA_S3TC_DXT5	*	✓	✓	✓	✓	✓	✓	✓	✓	EXT_texture_compression_s3tc
SIGNED_LUMINANCE8	*	*	*	*	*	*	*	*	*	NV_texture_shader
SIGNED_LUMINANCE8_ALPHA8	*	*	*	*	*	*	*	*	*	NV_texture_shader
SIGNED_RGB8	*	*	SRGB8_A8	SRGB8_A8	SRGB8_A8	SRGB8_A8	SRGB8_A8	SRGB8_A8	SRGB8_A8	NV_texture_shader
SIGNED_RGBA8	*	*	✓	✓	✓	✓	✓	✓	✓	NV_texture_shader
SIGNED_RGB8_UNSIGNED_ALPHA8	*	*	✓	✓	✓	✓	✓	✓	✓	NV_texture_shader
SIGNED_ALPHA8	*	*	✓	✓	✓	✓	✓	✓	✓	NV_texture_shader
SIGNED_INTENSITY8	*	*	✓	✓	✓	✓	✓	✓	✓	NV_texture_shader
HILO16	*	*	✓	✓	✓	✓	✓	✓	✓	NV_texture_shader
SIGNED_HILO16	*	*	✓	✓	✓	✓	✓	✓	✓	NV_texture_shader
DSDT8	*	*	✓	✓	✓	✓	✓	✓	✓	NV_texture_shader
DSDT8_MAG8	*	*	DSDT8_M8_I8	DSDT8_M8_I8	DSDT8_M8_I8	DSDT8_M8_I8	DSDT8_M8_I8	DSDT8_M8_I8	DSDT8_M8_I8	NV_texture_shader
DSDT8_MAG8_INTENSITY8	*	*	✓	✓	✓	✓	✓	✓	✓	NV_texture_shader
HILO8	*	*	✓	✓	✓	✓	✓	✓	✓	NV_texture_shader3
SIGNED_HILO8	*	*	✓	✓	✓	✓	✓	✓	✓	NV_texture_shader3
FLOAT_R16	*	*	✓	✓	✓	✓	✓	✓	✓	NV_float_buffer
FLOAT_R32	*	*	✓	✓	✓	✓	✓	✓	✓	NV_float_buffer
FLOAT_RG16	*	*	✓	✓	✓	✓	✓	✓	✓	NV_float_buffer
FLOAT_RGB16	*	*	✓	✓	✓	✓	✓	✓	✓	NV_float_buffer
FLOAT_RGBA16	*	*	✓	✓	✓	✓	✓	✓	✓	NV_float_buffer
FLOAT_RG32	*	*	✓	✓	✓	✓	✓	✓	✓	NV_float_buffer
FLOAT_RGB32	*	*	✓	✓	✓	✓	✓	✓	✓	NV_float_buffer
FLOAT_RGBA32	*	*	✓	✓	✓	✓	✓	✓	✓	NV_float_buffer
RGBA_FLOAT32	*	*	✓	✓	✓	✓	✓	✓	✓	ATI_texture_float
RGB_FLOAT32	*	*	✓	✓	✓	✓	✓	✓	✓	ATI_texture_float
ALPHA_FLOAT32	*	*	✓	✓	✓	✓	✓	✓	✓	ATI_texture_float
INTENSITY_FLOAT32	*	*	✓	✓	✓	✓	✓	✓	✓	ATI_texture_float
LUMINANCE_FLOAT32	*	*	✓	✓	✓	✓	✓	✓	✓	ATI_texture_float
LUMINANCE_ALPHA_FLOAT32	*	*	✓	✓	✓	✓	✓	✓	✓	ATI_texture_float
RGBA_FLOAT16	*	*	✓	✓	✓	✓	✓	✓	✓	ATI_texture_float
RGB_FLOAT16	*	*	✓	✓	✓	✓	✓	✓	✓	ATI_texture_float
ALPHA_FLOAT16	*	*	✓	✓	✓	✓	✓	✓	✓	ATI_texture_float
INTENSITY_FLOAT16	*	*	✓	✓	✓	✓	✓	✓	✓	ATI_texture_float
LUMINANCE_FLOAT16	*	*	✓	✓	✓	✓	✓	✓	✓	ATI_texture_float
LUMINANCE_ALPHA_FLOAT16	*	*	✓	✓	✓	✓	✓	✓	✓	ATI_texture_float
DEPTH24_STENCIL8	*	*	✓	✓	✓	✓	✓	✓	✓	ATI_texture_float
DEPTH_COMPONENT32F	*	*	✓	✓	✓	✓	✓	✓	✓	EXT_packed_depth_stencil
DEPTH32F_STENCIL8	*	*	✓	✓	✓	✓	✓	✓	✓	NV_depth_buffer_float
SRGB8	*	*	✓	✓	✓	✓	✓	✓	✓	NV_depth_buffer_float
SRGB8_ALPHA8	*	*	✓	✓	✓	✓	✓	✓	✓	EXT_texture_sRGB
SLUMINANCE8	*	*	✓	✓	✓	✓	✓	✓	✓	EXT_texture_sRGB
SLUMINANCE8_ALPHA8	*	*	✓	✓	✓	✓	✓	✓	✓	EXT_texture_sRGB
COMPRESSED_SRGB_S3TC_DXT1	*	*	✓	✓	✓	✓	✓	✓	✓	EXT_texture_sRGB
COMPRESSED_SRGB_ALPHA_S3TC_DXT1	*	*	✓	✓	✓	✓	✓	✓	✓	EXT_texture_sRGB
COMPRESSED_SRGB_ALPHA_S3TC_DXT3	*	*	✓	✓	✓	✓	✓	✓	✓	EXT_texture_sRGB
COMPRESSED_SRGB_ALPHA_S3TC_DXT5	*	*	✓	✓	✓	✓	✓	✓	✓	EXT_texture_sRGB

