

Legend		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	GeForce 8800 GTX, GeForce 8800 GTS
		GT200	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	✓	✓	✓	✓	✓	✓	✓	✓	✓	OpenGL 1.1
ALPHA12	A8	A8	A8	A8	A16	A16	A16	A16	A16	OpenGL 1.1
ALPHA16	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	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	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	OpenGL 1.1
LUMINANCE6_ALPHA2	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	OpenGL 1.1
LUMINANCE8_ALPHA8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	OpenGL 1.1
LUMINANCE12_ALPHA4	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	OpenGL 1.1
LUMINANCE12_ALPHA12	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	OpenGL 1.1
LUMINANCE16_ALPHA16	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	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	R5GGB5	R5GGB5	R5GGB5	R5GGB5	R5GGB5	R5GGB5	R5GGB5	R5GGB5	R5GGB5	OpenGL 1.1
RGB5	R5GGB5	R5GGB5	R5GGB5	R5GGB5	R5GGB5	R5GGB5	R5GGB5	R5GGB5	R5GGB5	OpenGL 1.1
RGB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	OpenGL 1.1
RGB10	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGB10_A2	RGB10_A2	OpenGL 1.1
RGB12	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGB10_A2	RGB10_A2	OpenGL 1.1
RGB16	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB16	RGBAB16	OpenGL 1.1
RGBA2	RGBAA4	RGBAA4	RGBAA4	RGBAA4	RGBAA4	RGBAA4	RGBAA4	RGBAA4	RGBAA4	OpenGL 1.1
RGBA4	✓	✓	✓	✓	✓	✓	✓	✓	✓	OpenGL 1.1
RGB5_A1	✓	✓	✓	✓	✓	✓	✓	✓	✓	OpenGL 1.1
RGB8A	✓	✓	✓	✓	✓	✓	✓	✓	✓	OpenGL 1.1
RGB10_A2	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	✓	✓	OpenGL 1.1
RGB12_A2	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB16	RGBAB16	OpenGL 1.1
RGB16	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	RGBAB8	OpenGL 1.1
COLOR_INDEX1	*	C16	C16	C16	C16	C16	*	*	*	*
COLOR_INDEX2	*	C16	C16	C16	C16	C16	*	*	*	*
COLOR_INDEX4	*	C16	C16	C16	C16	C16	*	*	*	*
COLOR_INDEX8	*	✓	✓	✓	✓	✓	*	*	*	*
COLOR_INDEX12	*	*	*	*	*	*	*	*	*	*
COLOR_INDEX16	*	*	*	*	*	*	*	*	*	*
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	NV_texture_shader
SIGNED_RGB8A	*	*	*	✓	✓	✓	✓	✓	✓	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	NV_texture_shader
DSDT8_MAG8_INTENSITY8	*	*	*	✓	✓	✓	✓	✓	✓	NV_texture_shader
HILO8	*	*	*	*	*	*	*	✓	✓	NV_texture_shader3
SIGNED_HILO8	*	*	*	*	*	*	*	✓	✓	NV_texture_shader3
FLOAT_R16	*	*	*	*	R32F	R32F	R32F	✓	✓	NV_float_buffer
FLOAT_R32	*	*	*	*	R32F	R32F	R32F	✓	✓	NV_float_buffer
FLOAT_RG16	*	*	*	*	RGBA16F	✓	✓	✓	✓	NV_float_buffer
FLOAT_RGB16	*	*	*	*	RGBAB16F	RGBAB16F	RGBAB16F	RGBAB16F	RGBAB16F	NV_float_buffer
FLOAT_RGBA16	*	*	*	*	RGBAA16F	RGBAA16F	RGBAA16F	RGBAA16F	RGBAA16F	NV_float_buffer
FLOAT_RG32	*	*	*	*	✓	✓	✓	✓	✓	NV_float_buffer
FLOAT_RGB32	*	*	*	*	RGBAB32F	RGBAB32F	RGBAB32F	RGBAB32F	RGBAB32F	NV_float_buffer
FLOAT_RGBA32	*	*	*	*	RGBAA32F	RGBAA32F	RGBAA32F	RGBAA32F	RGBAA32F	NV_float_buffer
RGB_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
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	*	*	*	*	✓	✓	✓	✓	✓	EXT_packed_depth_stencil
DEPTH_COMPONENT32F	*	*	*	*	✓	✓	✓	✓	✓	NV_depth_buffer_float
DEPTH32F_STENCIL8	*	*	*	*	✓	✓	✓	✓	✓	NV_depth_buffer_float
SRGB8	*	*	*	*	✓	✓	✓	✓	✓	EXT_texture_sRGB
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

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		GT200	GeForce GTX 260, GeForce GTX 280

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RGB9_E5	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_shared_exponent
R11F_G11F_B10F	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_packed_float
COMPRESSED_LUMINANCE_LATC1	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_compression_latc
COMPRESSED_SIGNED_LUMINANCE_LATC1	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_compression_latc
COMPRESSED_LUMINANCE_ALPHA_LATC2	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_compression_latc
COMPRESSED_SIGNED_LUMINANCE_ALPHA_LATC2	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_compression_latc
RGBA32UI	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
RGB32UI	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
ALPHA32UI	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
INTENSITY32UI	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
LUMINANCE32UI	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
LUMINANCE_ALPHA32UI	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
RGB16UI	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
RGB16UI	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
ALPHA16UI	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
INTENSITY16UI	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
LUMINANCE16UI	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
LUMINANCE_ALPHA16UI	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
RGB8UI	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
ALPHA8UI	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
INTENSITY8UI	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
LUMINANCE8UI	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
LUMINANCE_ALPHA8UI	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
RGB32I	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
ALPHA32I	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
INTENSITY32I	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
LUMINANCE32I	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
LUMINANCE_ALPHA32I	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
RGB16I	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
RGB16I	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
ALPHA16I	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
INTENSITY16I	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
LUMINANCE16I	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
LUMINANCE_ALPHA16I	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
RGB8I	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
ALPHA8I	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
INTENSITY8I	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
LUMINANCE8I	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
LUMINANCE_ALPHA8I	✗	✗	✗	✗	✗	✗	✗	✓	✓	EXT_texture_integer
RG32UI	✗	✗	✗	✗	✗	✗	✗	✓	✓	OpenGL 3.0 / ARB_texture_rg
R32UI	✗	✗	✗	✗	✗	✗	✗	✓	✓	OpenGL 3.0 / ARB_texture_rg
RG16UI	✗	✗	✗	✗	✗	✗	✗	✓	✓	OpenGL 3.0 / ARB_texture_rg
R16UI	✗	✗	✗	✗	✗	✗	✗	✓	✓	OpenGL 3.0 / ARB_texture_rg
RG8UI	✗	✗	✗	✗	✗	✗	✗	✓	✓	OpenGL 3.0 / ARB_texture_rg
R8UI	✗	✗	✗	✗	✗	✗	✗	✓	✓	OpenGL 3.0 / ARB_texture_rg
RG32I	✗	✗	✗	✗	✗	✗	✗	✓	✓	OpenGL 3.0 / ARB_texture_rg
R32I	✗	✗	✗	✗	✗	✗	✗	✓	✓	OpenGL 3.0 / ARB_texture_rg
RG16I	✗	✗	✗	✗	✗	✗	✗	✓	✓	OpenGL 3.0 / ARB_texture_rg
R16I	✗	✗	✗	✗	✗	✗	✗	✓	✓	OpenGL 3.0 / ARB_texture_rg
RG8I	✗	✗	✗	✗	✗	✗	✗	✓	✓	OpenGL 3.0 / ARB_texture_rg
R8I	✗	✗	✗	✗	✗	✗	✗	✓	✓	OpenGL 3.0 / ARB_texture_rg
RG8	✗	✗	✗	✗	✗	✗	✗	✓	✓	OpenGL 3.0 / ARB_texture_rg
R8	✗	✗	✗	✗	✗	✗	✗	✓	✓	OpenGL 3.0 / ARB_texture_rg
RG16	✗	✗	✗	✗	✗	✗	✗	✓	✓	OpenGL 3.0 / ARB_texture_rg
R16	✗	✗	✗	✗	✗	✗	✗	✓	✓	OpenGL 3.0 / ARB_texture_rg
RG16F	✗	✗	✗	✗	✗	✗	✗	✓	✓	OpenGL 3.0 / ARB_texture_rg
R16F	✗	✗	✗	✗	✗	✗	✗	✓	✓	OpenGL 3.0 / ARB_texture_rg
RG32F	✗	✗	✗	✗	✗	✗	✗	✓	✓	OpenGL 3.0 / ARB_texture_rg
R32F	✗	✗	✗	✗	✗	✗	✗	✓	✓	OpenGL 3.0 / ARB_texture_rg