

# Informationen zur Fehlerbehebung

Diese Seite enthält technische Informationen, die nützlich sein könnten, wenn Sie versuchen, ein Problem zu lösen. Wenn Sie nach Antworten auf häufig gestellte Fragen zu Firefox suchen, besuchen Sie bitte unsere [Hilfeseite](#).

Rohdaten in die Zwischenablage kopieren

Text in die Zwischenablage kopieren

## Allgemeine Informationen

### Firefox wieder flottmachen

Firefox bereinigen...

### Abgesicherten Modus probieren

Mit deaktivierten Add-ons neu starten...

### Versuchen Sie, den Start-Cache zu löschen

Start-Cache löschen...

<b>Name</b>	Firefox
<b>Version</b>	79.0
<b>Build-ID</b>	20200720193547
<b>Distributions-ID</b>	
<b>Update-Ordner</b>	<a href="#">Ordner öffnen</a> C:\ProgramData\Mozilla\updates\308046B0AF4A39CB
<b>Update-Chronik</b>	<a href="#">Update-Chronik anzeigen</a>
<b>Update-Kanal</b>	release
<b>User-Agent</b>	Mozilla/5.0 (Windows NT 10.0; Win64; x64; rv:79.0) Gecko/20100101 Firefox/79.0
<b>Betriebssystem</b>	Windows_NT 10.0 19041
<b>Anwendungsprogrammdatei</b>	C:\Program Files\Mozilla Firefox\firefox.exe
<b>Profilordner</b>	<a href="#">Ordner öffnen</a> C:\Users\h-pgr\AppData\Roaming\Mozilla\Firefox\Profiles\eosiqc45.default-release
<b>Aktivierte Plugins</b>	<a href="#">about:plugins</a>
<b>Build-Konfiguration</b>	<a href="#">about:buildconfig</a>
<b>Speicherverwendung</b>	<a href="#">about:memory</a>
<b>Leistung</b>	<a href="#">about:performance</a>
<b>Angemeldete Service-Worker</b>	<a href="#">about:serviceworkers</a>
<b>Starter-Prozess</b>	Aktiviert
<b>Fenster mit mehreren Prozessen</b>	2/2 aktiviert (Standard)
<b>Externe Prozesse</b>	6
<b>Unternehmensrichtlinien</b>	<a href="#">Aktiv</a>
<b>Google-Location-Service-Schlüssel</b>	Gefunden
<b>Google-Safebrowsing-Schlüssel</b>	Gefunden
<b>Mozilla-Location-Service-Schlüssel</b>	Gefunden
<b>Abgesicherter Modus</b>	false
<b>Profile</b>	<a href="#">about:profiles</a>

## Absturzberichte der letzten 3 Tage

Meldungs-ID	Gesendet
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[Alle Absturzberichte](#)

## Firefox-Funktionen

Name	Version	ID
DoH Roll-Out	1.3.0	doh-rollout@mozilla.org
Firefox Screenshots	39.0.0	screenshots@mozilla.org
Form Autofill	1.0	formautofill@mozilla.org
Web Compat	12.0.0	webcompat@mozilla.org
WebCompat Reporter	1.3.0	webcompat-reporter@mozilla.org

## Externe Prozesse

Typ	Anzahl
Webinhalt	2 / 8

Typ	Anzahl
Erweiterung	1
about-Seite mit zusätzlichen Rechten	1
preallokiert	1
GPU	1

## Add-ons

Name	Typ	Version	Aktiviert	ID
Amazon.de	extension	1.1	true	amazon@search.mozilla.org
Bing	extension	1.1	true	bing@search.mozilla.org
DuckDuckGo	extension	1.0	true	ddg@search.mozilla.org
eBay	extension	1.1	true	ebay@search.mozilla.org
Ecosia	extension	1.0	true	ecosia@search.mozilla.org
Google	extension	1.0	true	google@search.mozilla.org
LEO Eng-Deu	extension	1.0	true	leo_ende_de@search.mozilla.org
Video DownloadHelper	extension	7.3.9	true	{b9db16a4-6edc-47ec-a1f4-b86292ed211d}
Wikipedia (de)	extension	1.0	true	wikipedia@search.mozilla.org

## Sicherheitssoftware

Typ	Name
Antivirus	
Antispyware	
Firewall	

## Grafik

Allgemeine Merkmale	
<b>Compositing</b>	WebRender
<b>Asynchrones Wischen und Zoomen</b>	Mausrad-Eingabe aktiviert; Ziehen der Bildlaufleiste aktiviert; Tastatur aktiviert; automatischer Bildlauf aktiviert
<b>WebGL-1-Treiber: WSI Info</b>	EGL_VENDOR: Google Inc. (adapter LUID: 00000000000f1d7) EGL_VERSION: 1.4 (ANGLE 2.1.0.6c72b64f910d) EGL_EXTENSIONS: EGL_EXT_create_context_robustness EGL_ANGLE_d3d_share_handle_client_buffer EGL_ANGLE_d3d_texture_client_buffer EGL_ANGLE_surface_d3d_texture_2d_share_handle EGL_ANGLE_query_surface_pointer EGL_ANGLE_window_fixed_size EGL_ANGLE_keyed_mutex EGL_ANGLE_surface_orientation EGL_ANGLE_direct_composition EGL_NV_post_sub_buffer EGL_KHR_create_context EGL_EXT_device_query EGL_KHR_image EGL_KHR_image_base EGL_KHR_gl_texture_2D_image EGL_KHR_gl_texture_cubemap_image EGL_KHR_gl_renderbuffer_image EGL_KHR_get_all_proc_addresses EGL_KHR_stream EGL_KHR_stream_consumer_gltexture EGL_NV_stream_consumer_gltexture_yuv EGL_ANGLE_flexible_surface_compatibility EGL_ANGLE_stream_producer_d3d_texture EGL_ANGLE_create_context_webgl_compatibility EGL_CHROMIUM_create_context_bind_generates_resource EGL_CHROMIUM_sync_control EGL_EXT_pixel_format_float EGL_KHR_surfaceless_context EGL_ANGLE_display_texture_share_group EGL_ANGLE_create_context_client_arrays EGL_ANGLE_program_cache_control EGL_ANGLE_robust_resource_initialization EGL_ANGLE_create_context_extensions_enabled EGL_ANDROID_blob_cache EGL_ANDROID_recordable EGL_ANGLE_image_d3d11_texture EGL_ANGLE_create_context_backwards_compatible EGL_EXTENSIONS(nullptr): EGL_EXT_client_extensions EGL_EXT_platform_base EGL_EXT_platform_device EGL_ANGLE_platform_angle EGL_ANGLE_platform_angle_d3d EGL_ANGLE_device_creation EGL_ANGLE_device_creation_d3d11 EGL_ANGLE_experimental_present_path EGL_KHR_client_get_all_proc_addresses EGL_KHR_debug EGL_ANGLE_explicit_context EGL_ANGLE_feature_control
<b>WebGL-1-Treiber: Renderer</b>	Google Inc. -- ANGLE (Intel(R) UHD Graphics 630 Direct3D11 vs_5_0 ps_5_0)
<b>WebGL-1-Treiber: Version</b>	OpenGL ES 2.0.0 (ANGLE 2.1.0.6c72b64f910d)
<b>WebGL-1-Treiber: Erweiterungen</b>	GL_ANGLE_client_arrays GL_ANGLE_depth_texture GL_ANGLE_explicit_context GL_ANGLE_explicit_context_gles1 GL_ANGLE_framebuffer_blt GL_ANGLE_framebuffer_multisample GL_ANGLE_instanced_arrays GL_ANGLE_lossy_etc_decode GL_ANGLE_memory_size GL_ANGLE_multi_draw GL_ANGLE_multiview_multisample GL_ANGLE_pack_reverse_row_order GL_ANGLE_program_cache_control GL_ANGLE_provoking_vertex GL_ANGLE_request_extension GL_ANGLE_robust_client_memory GL_ANGLE_texture_compression_dxt3 GL_ANGLE_texture_compression_dxt5 GL_ANGLE_texture_usage GL_ANGLE_translated_shader_source GL_CHROMIUM_bind_generates_resource GL_CHROMIUM_bind_uniform_location GL_CHROMIUM_color_buffer_float_rgb GL_CHROMIUM_color_buffer_float_rgba GL_CHROMIUM_copy_compressed_texture GL_CHROMIUM_copy_texture GL_CHROMIUM_lose_context GL_CHROMIUM_sync_query GL_EXT_blend_func_extended GL_EXT_blend_minmax GL_EXT_color_buffer_half_float GL_EXT_debug_marker GL_EXT_discard_framebuffer GL_EXT_disjoint_timer_query GL_EXT_draw_buffers GL_EXT_float_blend GL_EXT_frag_depth GL_EXT_instanced_arrays GL_EXT_map_buffer_range GL_EXT_occlusion_query_boolean GL_EXT_read_format_bgra GL_EXT_robustness GL_EXT_sRGB GL_EXT_shader_texture_lod GL_EXT_texture_compression_bptc GL_EXT_texture_compression_dxt1 GL_EXT_texture_compression_s3tc_srgb GL_EXT_texture_filter_anisotropic GL_EXT_texture_format_BGRA8888 GL_EXT_texture_rg GL_EXT_texture_storage GL_EXT_unpack_subimage GL_KHR_debug GL_KHR_parallel_shader_compile GL_KHR_robust_buffer_access_behavior GL_NV_EGL_stream_consumer_external GL_NV_fence GL_NV_pack_subimage GL_NV_pixel_buffer_object GL_OES_EGL_image GL_OES_EGL_image_external GL_OES_depth24 GL_OES_depth32 GL_OES_element_index_uint GL_OES_get_program_binary GL_OES_mapbuffer GL_OES_packed_depth_stencil GL_OES_rgb8_rgba8 GL_OES_standard_derivatives GL_OES_surfaceless_context GL_OES_texture_3D GL_OES_texture_border_clamp GL_OES_texture_float GL_OES_texture_float_linear GL_OES_texture_half_float GL_OES_texture_half_float_linear GL_OES_texture_npot GL_OES_vertex_array_object OES_compressed_EAC_R11_signed_texture OES_compressed_EAC_R11_unsigned_texture OES_compressed_EAC_RG11_signed_texture OES_compressed_EAC_RG11_unsigned_texture OES_compressed_ETC2_RGB8_texture OES_compressed_ETC2_RGBA8_texture OES_compressed_ETC2_punchthroughA_RGBA8_texture OES_compressed_ETC2_punchthroughA_sRGB8_alpha_texture OES_compressed_ETC2_sRGB8_alpha8_texture OES_compressed_ETC2_sRGB8_texture

<b>WebGL-1-Erweiterungen</b>	ANGLE_instanced_arrays EXT_blend_minmax EXT_color_buffer_half_float EXT_float_blend EXT_frag_depth EXT_shader_texture_lod EXT_sRGB EXT_texture_compression_bptc EXT_texture_filter_anisotropic MOZ_debug OES_element_index_uint OES_standard_derivatives OES_texture_float OES_texture_float_linear OES_texture_half_float OES_texture_half_float_linear OES_vertex_array_object WEBGL_color_buffer_float WEBGL_compressed_texture_s3tc WEBGL_compressed_texture_s3tc_srgb WEBGL_debug_renderer_info WEBGL_debug_shaders WEBGL_depth_texture WEBGL_draw_buffers WEBGL_lose_context
<b>WebGL-2-Treiber: WSI Info</b>	EGL_VENDOR: Google Inc. (adapter LUID: 00000000000f1d7) EGL_VERSION: 1.4 (ANGLE 2.1.0.6c72b64f910d) EGL_EXTENSIONS: EGL_EXT_create_context_robustness EGL_ANGLE_d3d_share_handle_client_buffer EGL_ANGLE_d3d_texture_client_buffer EGL_ANGLE_surface_d3d_texture_2d_share_handle EGL_ANGLE_query_surface_pointer EGL_ANGLE_window_fixed_size EGL_ANGLE_keyed_mutex EGL_ANGLE_surface_orientation EGL_ANGLE_direct_composition EGL_NV_post_sub_buffer EGL_KHR_create_context EGL_EXT_device_query EGL_KHR_image EGL_KHR_image_base EGL_KHR_gl_texture_2D_image EGL_KHR_gl_texture_cubemap_image EGL_KHR_gl_renderbuffer_image EGL_KHR_get_all_proc_addresses EGL_KHR_stream EGL_KHR_stream_consumer_gltexture EGL_NV_stream_consumer_gltexture_yuv EGL_ANGLE_flexible_surface_compatibility EGL_ANGLE_stream_producer_d3d_texture EGL_ANGLE_create_context_webgl_compatibility EGL_CHROMIUM_create_context_bind_generates_resource EGL_CHROMIUM_sync_control EGL_EXT_pixel_format_float EGL_KHR_surfaceless_context EGL_ANGLE_display_texture_share_group EGL_ANGLE_create_context_client_arrays EGL_ANGLE_program_cache_control EGL_ANGLE_robust_resource_initialization EGL_ANGLE_create_context_extensions_enabled EGL_ANDROID_blob_cache EGL_ANDROID_recordable EGL_ANGLE_image_d3d11_texture EGL_ANGLE_create_context_backwards_compatible EGL_EXTENSIONS(nullptr): EGL_EXT_client_extensions EGL_EXT_platform_base EGL_EXT_platform_device EGL_ANGLE_platform_angle EGL_ANGLE_platform_angle_d3d EGL_ANGLE_device_creation EGL_ANGLE_device_creation_d3d11 EGL_ANGLE_experimental_present_path EGL_KHR_client_get_all_proc_addresses EGL_KHR_debug EGL_ANGLE_explicit_context EGL_ANGLE_feature_control
<b>WebGL-2-Treiber: Renderer</b>	Google Inc. -- ANGLE (Intel(R) UHD Graphics 630 Direct3D11 vs_5_0 ps_5_0)
<b>WebGL-2-Treiber: Version</b>	OpenGL ES 3.0.0 (ANGLE 2.1.0.6c72b64f910d)
<b>WebGL-2-Treiber: Erweiterungen</b>	GL_ANGLE_client_arrays GL_ANGLE_copy_texture_3d GL_ANGLE_depth_texture GL_ANGLE_explicit_context GL_ANGLE_explicit_context_gles1 GL_ANGLE_framebuffer_blit GL_ANGLE_framebuffer_multisample GL_ANGLE_instanced_arrays GL_ANGLE_jossy_etc_decode GL_ANGLE_memory_size GL_ANGLE_multi_draw GL_ANGLE_multiview_multisample GL_ANGLE_pack_reverse_row_order GL_ANGLE_program_cache_control GL_ANGLE_provoking_vertex GL_ANGLE_request_extension GL_ANGLE_robust_client_memory GL_ANGLE_texture_compression_dxt3 GL_ANGLE_texture_compression_dxt5 GL_ANGLE_texture_multisample GL_ANGLE_texture_usage GL_ANGLE_translated_shader_source GL_CHROMIUM_bind_generates_resource GL_CHROMIUM_bind_uniform_location GL_CHROMIUM_color_buffer_float_rgb GL_CHROMIUM_color_buffer_float_rgba GL_CHROMIUM_copy_compressed_texture GL_CHROMIUM_copy_texture GL_CHROMIUM_lose_context GL_CHROMIUM_sync_query GL_EXT_blend_func_extended GL_EXT_blend_minmax GL_EXT_color_buffer_float GL_EXT_color_buffer_half_float GL_EXT_debug_marker GL_EXT_discard_framebuffer GL_EXT_disjoint_timer_query GL_EXT_draw_buffers GL_EXT_float_blend GL_EXT_frag_depth GL_EXT_instanced_arrays GL_EXT_map_buffer_range GL_EXT_occlusion_query_boolean GL_EXT_read_format_bgra GL_EXT_robustness GL_EXT_sRGB GL_EXT_shader_texture_lod GL_EXT_texture_compression_bptc GL_EXT_texture_compression_dxt1 GL_EXT_texture_compression_s3tc_srgb GL_EXT_texture_filter_anisotropic GL_EXT_texture_format_BGRA8888 GL_EXT_texture_norm16 GL_EXT_texture_rg GL_EXT_texture_storage GL_EXT_unpack_subimage GL_KHR_debug GL_KHR_parallel_shader_compile GL_KHR_robust_buffer_access_behavior GL_NV_EGL_stream_consumer_external GL_NV_fence GL_NV_pack_subimage GL_NV_pixel_buffer_object GL_OES_EGL_image GL_OES_EGL_image_external GL_OES_EGL_image_external_essl3 GL_OES_depth24 GL_OES_depth32 GL_OES_element_index_uint GL_OES_get_program_binary GL_OES_mapbuffer GL_OES_packed_depth_stencil GL_OES_rgb8_rgba8 GL_OES_standard_derivatives GL_OES_surfaceless_context GL_OES_texture_3D GL_OES_texture_border_clamp GL_OES_texture_float GL_OES_texture_float_linear GL_OES_texture_half_float GL_OES_texture_half_float_linear GL_OES_texture_npot GL_OES_vertex_array_object GL_OVR_multiview GL_OVR_multiview2 OES_compressed_EAC_R11_signed_texture OES_compressed_EAC_R11_unsigned_texture OES_compressed_EAC_RG11_signed_texture OES_compressed_EAC_RG11_unsigned_texture OES_compressed_ETC2_RGB8_texture OES_compressed_ETC2_RGBA8_texture OES_compressed_ETC2_punchthroughA_RGBA8_texture OES_compressed_ETC2_punchthroughA_sRGB8_alpha_texture OES_compressed_ETC2_sRGB8_alpha8_texture OES_compressed_ETC2_sRGB8_texture
<b>WebGL-2-Erweiterungen</b>	EXT_color_buffer_float EXT_float_blend EXT_texture_compression_bptc EXT_texture_filter_anisotropic MOZ_debug OES_texture_float_linear OVR_multiview2 WEBGL_compressed_texture_s3tc WEBGL_compressed_texture_s3tc_srgb WEBGL_debug_renderer_info WEBGL_debug_shaders WEBGL_lose_context
<b>Direct2D</b>	true
<b>Verwendet Kacheln für Inhalt</b>	true
<b>Zeichnen auf Nebenthread aktiviert</b>	true
<b>Anzahl Worker für Zeichnen auf Nebenthread</b>	4
<b>Anvisierte Bildwiederholfrequenz (Framerate)</b>	60
<b>DirectWrite</b>	true (10.0.19041.388)
<b>GPU 1</b>	
<b>Aktiv</b>	Ja
<b>Beschreibung</b>	Intel(R) UHD Graphics 630
<b>Herstellerkennung</b>	0x8086
<b>Geräteerkennung</b>	0x3e92
<b>Treiber-Version</b>	26.20.100.7642
<b>Treiber-Datum</b>	1-22-2020
<b>Treiber</b>	igdumd64 igd10umd64 igd10umd64 igd12umd64 igdumd32 igd10umd32 igd10umd32 igd12umd32
<b>Subsys-ID</b>	00000000
<b>RAM</b>	0
<b>GPU 2</b>	
<b>Aktiv</b>	Nein
<b>RAM</b>	0
<b>Weitere Informationen</b>	
<b>AzureCanvasBackend</b>	direct2d 1.1
<b>AzureCanvasBackend (UI Process)</b>	skia
<b>AzureContentBackend</b>	skia
<b>AzureContentBackend (UI Process)</b>	skia
<b>AzureFallbackCanvasBackend (UI Process)</b>	none
<b>CMSOutputProfile</b>	AAAMSEpbm8CEAAAbW50clJHQiBYWogB84AAgAJAAYAMQAYWNzcE1TRIQAAAAASUVDIHNSR0IAAAAAAAAAAAAAAAAAAAbWAAE AAAAA0y1IUCAgAAARy3BydAAAAVAAAAAZGV zYwAAAYQAAABsd3RwdAAAfAAAAUymtwdAAAAGQAAAAUclhZWgAAAhgAAAAUz1hZWgAAAIwAAAAUyIhZWgAAAKAAAAAAUzG1uZ

Table with 2 columns: Property Name (e.g., Display0, GPUProcessPid) and Value (e.g., 1600x900@59Hz, 8580).

Entscheidungsprotokoll

Table with 2 columns: Feature Name (e.g., HW\_COMPOSITING, WEBRENDER) and Status (e.g., available by default, opt-in by default).

Medien

Table with 2 columns: Property Name (e.g., Audio-Backend, Max. Kanäle) and Value (e.g., wasapi, 2).

Table with 9 columns: Name, Gruppe, Hersteller, Status, Bevorzugt, Format, Kanäle, Rate, Latenz.

			Disabled	None	default: F32LE, support: S16LE F32LE	0	default: 0, support: 0 - 0	0 - 0
			Disabled	None	default: F32LE, support: S16LE F32LE	0	default: 0, support: 0 - 0	0 - 0
Lautsprecher (Realtek(R) Audio)	HDAUDIO\FUNC_01&VEN_10EC&DEV_0662&SUBSYS_1019A4A3&REV_1003 \4&447ad40&0&0001		Enabled	All	default: F32LE, support: S16LE F32LE	2	default: 48000, support: 48000 - 48000	144 - 480
Realtek HD Audio 2nd output (Realtek(R) Audio)	HDAUDIO\FUNC_01&VEN_10EC&DEV_0662&SUBSYS_1019A4A3&REV_1003 \4&447ad40&0&0001		Enabled	All	default: F32LE, support: S16LE F32LE	2	default: 48000, support: 48000 - 48000	144 - 480
MD 20220 (Intel(R) Display-Audio)	HDAUDIO\FUNC_01&VEN_8086&DEV_280B&SUBSYS_80860101&REV_1000 \4&447ad40&0&0201		Enabled	None	default: F32LE, support: S16LE F32LE	2	default: 48000, support: 48000 - 48000	144 - 480
Speakers (Realtek(R) Audio)	HDAUDIO\FUNC_01&VEN_10EC&DEV_0662&SUBSYS_1019A4A3&REV_1003 \4&447ad40&0&0001		Disabled	None	default: F32LE, support: S16LE F32LE	2	default: 48000, support: 48000 - 48000	0 - 0
			Disabled	None	default: F32LE, support: S16LE F32LE	0	default: 0, support: 0 - 0	0 - 0
			Disabled	None	default: F32LE, support: S16LE F32LE	2	default: 48000, support: 48000 - 48000	0 - 0

**Eingabegeräte**

Name	Gruppe	Hersteller	Status	Bevorzugt	Format	Kanäle	Rate	Latenz
Subwoofer (Realtek(R) Audio)	HDAUDIO\FUNC_01&VEN_10EC&DEV_0662&SUBSYS_1019A4A3&REV_1003 \4&447ad40&0&0001		Disabled	None	default: F32LE, support: S16LE F32LE	0	default: 0, support: 0 - 0	0 - 0
Center (Realtek(R) Audio)	HDAUDIO\FUNC_01&VEN_10EC&DEV_0662&SUBSYS_1019A4A3&REV_1003 \4&447ad40&0&0001		Disabled	None	default: F32LE, support: S16LE F32LE	0	default: 0, support: 0 - 0	0 - 0
			Disabled	None	default: F32LE, support: S16LE F32LE	0	default: 0, support: 0 - 0	0 - 0
Rear Blue In (Realtek(R) Audio)	HDAUDIO\FUNC_01&VEN_10EC&DEV_0662&SUBSYS_1019A4A3&REV_1003 \4&447ad40&0&0001		Disabled	None	default: F32LE, support: S16LE F32LE	0	default: 0, support: 0 - 0	0 - 0
Rear Pink In (Realtek(R) Audio)	HDAUDIO\FUNC_01&VEN_10EC&DEV_0662&SUBSYS_1019A4A3&REV_1003 \4&447ad40&0&0001		Disabled	None	default: F32LE, support: S16LE F32LE	0	default: 0, support: 0 - 0	0 - 0
Rear (Realtek(R) Audio)	HDAUDIO\FUNC_01&VEN_10EC&DEV_0662&SUBSYS_1019A4A3&REV_1003 \4&447ad40&0&0001		Disabled	None	default: F32LE, support: S16LE F32LE	0	default: 0, support: 0 - 0	0 - 0
Rear Blue In (Realtek(R) Audio)	HDAUDIO\FUNC_01&VEN_10EC&DEV_0662&SUBSYS_1019A4A3&REV_1003 \4&447ad40&0&0001		Disabled	None	default: F32LE, support: S16LE F32LE	0	default: 0, support: 0 - 0	0 - 0
Mikrofon (Webcam C170)	USB\VID_046D&PID_082B&MI_02\6&11545bc3&0&0002		Disabled	None	default: F32LE, support: S16LE F32LE	1	default: 48000, support: 48000 - 48000	0 - 0
			Disabled	None	default: F32LE, support: S16LE F32LE	0	default: 0, support: 0 - 0	0 - 0

Stereo Mix (Realtek(R) Audio)	HDAUDIO\FUNC_01&VEN_10EC&DEV_0662&SUBSYS_1019A4A3&REV_1003 \4&447ad40&0&0001		Disabled	None	default: F32LE, support: S16LE F32LE	0	default: 0, support: 0 - 0	0 - 0
			Disabled	None	default: F32LE, support: S16LE F32LE	0	default: 0, support: 0 - 0	0 - 0
Front (Realtek(R) Audio)	HDAUDIO\FUNC_01&VEN_10EC&DEV_0662&SUBSYS_1019A4A3&REV_1003 \4&447ad40&0&0001		Disabled	None	default: F32LE, support: S16LE F32LE	0	default: 0, support: 0 - 0	0 - 0
Line In (Realtek(R) Audio)	HDAUDIO\FUNC_01&VEN_10EC&DEV_0662&SUBSYS_1019A4A3&REV_1003 \4&447ad40&0&0001		Enabled	None	default: F32LE, support: S16LE F32LE	2	default: 48000, support: 48000 - 48000	144 - 480
Rear Pink In (Realtek(R) Audio)	HDAUDIO\FUNC_01&VEN_10EC&DEV_0662&SUBSYS_1019A4A3&REV_1003 \4&447ad40&0&0001		Disabled	None	default: F32LE, support: S16LE F32LE	0	default: 0, support: 0 - 0	0 - 0
Front (Realtek(R) Audio)	HDAUDIO\FUNC_01&VEN_10EC&DEV_0662&SUBSYS_1019A4A3&REV_1003 \4&447ad40&0&0001		Disabled	None	default: F32LE, support: S16LE F32LE	0	default: 0, support: 0 - 0	0 - 0
			Disabled	None	default: F32LE, support: S16LE F32LE	0	default: 0, support: 0 - 0	0 - 0
Microphone (Realtek(R) Audio)	HDAUDIO\FUNC_01&VEN_10EC&DEV_0662&SUBSYS_1019A4A3&REV_1003 \4&447ad40&0&0001		Disabled	None	default: F32LE, support: S16LE F32LE	0	default: 0, support: 0 - 0	0 - 0
			Disabled	None	default: F32LE, support: S16LE F32LE	0	default: 0, support: 0 - 0	0 - 0
Microphone (Realtek(R) Audio)	HDAUDIO\FUNC_01&VEN_10EC&DEV_0662&SUBSYS_1019A4A3&REV_1003 \4&447ad40&0&0001		Enabled	All	default: F32LE, support: S16LE F32LE	2	default: 48000, support: 48000 - 48000	144 - 480
Microphone (Realtek(R) Audio)	HDAUDIO\FUNC_01&VEN_10EC&DEV_0662&SUBSYS_1019A4A3&REV_1003 \4&447ad40&0&0001		Disabled	None	default: F32LE, support: S16LE F32LE	0	default: 0, support: 0 - 0	0 - 0
			Disabled	None	default: F32LE, support: S16LE F32LE	0	default: 0, support: 0 - 0	0 - 0
Rear (Realtek(R) Audio)	HDAUDIO\FUNC_01&VEN_10EC&DEV_0662&SUBSYS_1019A4A3&REV_1003 \4&447ad40&0&0001		Disabled	None	default: F32LE, support: S16LE F32LE	0	default: 0, support: 0 - 0	0 - 0

### Experimentelle Funktionen

Name	Wert
AVIF (image.avif.enabled)	false
CSS-Mauerwerk-Darstellung (layout.css.grid-template-masonry-value.enabled)	false
WebGPU (dom.webgpu.enabled)	false

### Wichtige modifizierte Einstellungen

Name	Wert
accessibility.typeaheadfind.flashBar	0
browser.cache.disk.amount_written	368252
browser.cache.disk.capacity	1048576
browser.cache.disk.filesystem_reported	1
browser.contentblocking.category	standard
browser.privatebrowsing.autostart	true

Name	Wert
browser.search.region	DE
browser.sessionstore.upgradeBackup.latestBuildID	20200429185419
browser.startup.homepage	www.startpage.com/de/
browser.startup.homepage_override.buildID	20200720193547
browser.startup.homepage_override.mstone	79.0
browser.urlbar.placeholderName	Google
browser.urlbar.placeholderName.private	Google
browser.urlbar.tipShownCount.searchTip_onboard	4
dom.push.userAgentID	65cfe0aa4d974e55a4bb5166c6258333
extensions.lastAppVersion	79.0
font.internaluseonly.changed	true
gfx.crash-guard.status.wmfvpvideo	2
gfx.crash-guard.wmfvpvideo.appVersion	79.0
gfx.crash-guard.wmfvpvideo.deviceID	0x3e92
gfx.crash-guard.wmfvpvideo.driverVersion	26.20.100.7642
idle.lastDailyNotification	1597774474
layers.mlgpu.sanity-test-failed	true
media.gmp-gmpopenh264.abi	x86_64-msvc-x64
media.gmp-gmpopenh264.lastUpdate	1588944024
media.gmp-gmpopenh264.version	1.8.1.1
media.gmp-manager.buildID	20200720193547
media.gmp-manager.lastCheck	1597774315
media.gmp-widevinecdm.abi	x86_64-msvc-x64
media.gmp-widevinecdm.lastUpdate	1588944036
media.gmp-widevinecdm.version	4.10.1582.2
media.gmp.storage.version.observed	1
media.hardware-video-decoding.failed	false
places.database.lastMaintenance	1597677777
places.history.expiration.transient_current_max_pages	112348
privacy.purge_trackers.date_in_cookie_database	0
privacy.sanitize.pending	[{"id":"newtab-container","itemsToClear":[],"options":{}}]
security.remote_settings.crlite_filters.checked	1597774550
security.remote_settings.intermediates.checked	1597774550
security.sandbox.content.tempDirSuffix	{c9e826f8-d3a3-4601-bdde-d414f70e2ad7}
security.sandbox.plugin.tempDirSuffix	{3e72c653-7a14-4869-baee-146fdb2d4e44}
services.sync.declinedEngines	
signon.importedFromSqlite	true
storage.vacuum.last.index	1
storage.vacuum.last.places.sqlite	1596826605
ui.osk.debug.keyboardDisplayReason	IKPOS: Touch screen not found.

## Wichtige nicht veränderbare Einstellungen

Name	Wert
dom.ipc.processCount.websIsolated	1
fission.autostart	false
security.enterprise_roots.enabled	true

## Chronik- und Lesezeichendatenbank

<b>Integrität</b>	Integrität überprüfen
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## Barrierefreiheit

<b>Aktiviert</b>	false
<b>Barrierefreiheit verhindern</b>	0
<b>Accessible Handler verwendet</b>	false
<b>Dienst für Barrierefreiheit aufgerufen durch</b>	

## Bibliotheken-Versionen

	Minimal vorausgesetzte Version	Verwendete Version
NSPR	4.26	4.26
NSS	3.54	3.54
NSSMIME	3.54	3.54
NSSSSL	3.54	3.54
NSSUTIL	3.54	3.54

## Isolierte Umgebungen

Ebene der isolierten Umgebung des Inhaltsprozesses	6
Effektive Ebene der isolierten Umgebung	6

## Start-Cache

Festplatten-Cache-Ordner	C:\Users\h-pgr\AppData\Local\Mozilla\Firefox\Profiles\eoaiqc45.default-release\startupCache\startupCache.8.little
Festplatten-Cache ignorieren	false
Festplatten-Cache bei Initialisierung erkannt	true
In Festplatten-Cache geschrieben	false

## Internationalisierung & Lokalisierung

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