

Troubleshooting Information

This page contains technical information that might be useful when you're trying to solve a problem. If you are looking for answers to common questions about Firefox, check out our [support website](#).

Copy raw data to clipboard

Copy text to clipboard

Give Firefox a tune up

Refresh Firefox...

Try Safe Mode

Restart with Add-ons Disabled...

Application Basics

Name	Firefox
Version	63.0.1
Build ID	20181103201123
Update History	Show Update History
User Agent	Mozilla/5.0 (X11; FreeBSD amd64; rv:63.0) Gecko/20100101 Firefox/63.0
OS	FreeBSD 12.0-ALPHA9
Profile Directory	Open Directory /home/bapt/.mozilla/firefox/usrg8h44.default
Enabled Plugins	about:plugins
Build Configuration	about:buildconfig
Memory Use	about:memory
Performance	about:performance
Registered Service Workers	about:serviceworkers
Multiprocess Windows	1/1 (Enabled by default)
Web Content Processes	5/4
Enterprise Policies	Inactive
Google Key	Found
Mozilla Location Service Key	Missing
Safe Mode	false
Profiles	about:profiles

Firefox Features

Name	Version	ID
Application Update Service Helper	2.0	aushelper@mozilla.org
Firefox Screenshots	33.0.0	screenshots@mozilla.org
Form Autofill	1.0	formautofill@mozilla.org
Photon onboarding	1.0	onboarding@mozilla.org
Pocket	1.0.5	firefox@getpocket.com
Web Compat	2.0.1	webcompat@mozilla.org
WebCompat Reporter	1.0.0	webcompat-reporter@mozilla.org

Extensions

Name	Version	Enabled	ID
uBlock Origin	1.17.2	true	uBlock0@raymondhill.net
User-Agent Switcher	0.2.4	true	{75afe46a-7a50-4c6b-b866-c43a1075b071}

Graphics

Features	
Compositing	Basic
Asynchronous Pan/Zoom	wheel input enabled; scrollbar drag enabled; keyboard enabled; autoscroll enabled
WebGL 1 Driver WSI Info	GLX 1.4 GLX_VENDOR(client): Mesa Project and SGI GLX_VENDOR(server): SGI Extensions: GLX_ARB_create_context GLX_ARB_create_context_profile GLX_ARB_create_context_robustness GLX_ARB_fbconfig_float GLX_ARB_framebuffer_sRGB GLX_ARB_get_proc_address GLX_ARB_multisample GLX_EXT_create_context_es2_profile GLX_EXT_create_context_es_profile GLX_EXT_fbconfig_packed_float GLX_EXT_framebuffer_sRGB GLX_EXT_import_context GLX_EXT_texture_from_pixmap GLX_EXT_visual_info GLX_EXT_visual_rating GLX_INTEL_swap_event GLX_MESA_copy_sub_buffer GLX_MESA_query_renderer GLX_MESA_swap_control GLX_OML_swap_method GLX_OML_sync_control GLX_SGIS_multisample GLX_SGIX_fbconfig GLX_SGIX_pbuffer GLX_SGIX_visual_select_group GLX_SGI_make_current_read GLX_SGI_swap_control GLX_SGI_video_sync

WebGL 1 Driver Renderer	Intel Open Source Technology Center -- Mesa DRI Intel(R) HD Graphics 630 (Kaby Lake GT2)
WebGL 1 Driver Version	3.0 Mesa 18.1.9
WebGL 1 Driver Extensions	<p>GL_3DFX_texture_compression_FXT1 GL_AMD_conservative_depth GL_AMD_draw_buffers_blend GL_AMD_seamless_cubemap_per_texture GL_AMD_shader_stencil_export GL_AMD_shader_trinary_minmax GL_ANGLE_texture_compression_dxt3 GL_ANGLE_texture_compression_dxt5 GL_APPLE_object_purgeable GL_APPLE_packed_pixels GL_ARB_ES2_compatibility GL_ARB_ES3_compatibility GL_ARB_arrays_of_arrays GL_ARB_blend_func_extended GL_ARB_buffer_storage GL_ARB_clear_buffer_object GL_ARB_clear_texture GL_ARB_clip_control GL_ARB_color_buffer_float GL_ARB_compressed_texture_pixel_storage GL_ARB_compute_shader GL_ARB_conditional_render_inverted GL_ARB_conservative_depth GL_ARB_copy_buffer GL_ARB_copy_image GL_ARB_cull_distance GL_ARB_debug_output GL_ARB_depth_buffer_float GL_ARB_depth_clamp GL_ARB_depth_texture GL_ARB_derivative_control GL_ARB_draw_buffers GL_ARB_draw_buffers_blend GL_ARB_draw_elements_base_vertex GL_ARB_draw_instanced GL_ARB_explicit_attrib_location GL_ARB_explicit_uniform_location GL_ARB_fragment_coord_conventions GL_ARB_fragment_program GL_ARB_fragment_program_shadow GL_ARB_fragment_shader GL_ARB_framebuffer_no_attachments GL_ARB_framebuffer_object GL_ARB_framebuffer_sRGB GL_ARB_get_program_binary GL_ARB_get_texture_sub_image GL_ARB_half_float_pixel GL_ARB_half_float_vertex GL_ARB_instanced_arrays GL_ARB_internalformat_query GL_ARB_internalformat_query2 GL_ARB_invalidate_subdata GL_ARB_map_buffer_alignment GL_ARB_map_buffer_range GL_ARB_multi_bind GL_ARB_multisample GL_ARB_multitexture GL_ARB_occlusion_query GL_ARB_occlusion_query2 GL_ARB_pipeline_statistics_query GL_ARB_pixel_buffer_object GL_ARB_point_parameters GL_ARB_point_sprite GL_ARB_polygon_offset_clamp GL_ARB_program_interface_query GL_ARB_provoking_vertex GL_ARB_query_buffer_object GL_ARB_robust_buffer_access_behavior GL_ARB_robustness GL_ARB_sample_shading GL_ARB_sampler_objects GL_ARB_seamless_cube_map GL_ARB_seamless_cubemap_per_texture GL_ARB_separate_shader_objects</p>

GL_ARB_shader_atomic_counter_ops
GL_ARB_shader_atomic_counters
GL_ARB_shader_ballot GL_ARB_shader_bit_encoding
GL_ARB_shader_clock
GL_ARB_shader_draw_parameters
GL_ARB_shader_group_vote
GL_ARB_shader_image_load_store
GL_ARB_shader_image_size GL_ARB_shader_objects
GL_ARB_shader_precision
GL_ARB_shader_stencil_export
GL_ARB_shader_storage_buffer_object
GL_ARB_shader_texture_image_samples
GL_ARB_shader_texture_lod
GL_ARB_shading_language_100
GL_ARB_shading_language_420pack
GL_ARB_shading_language_packing GL_ARB_shadow
GL_ARB_stencil_texturing GL_ARB_sync
GL_ARB_texture_barrier GL_ARB_texture_border_clamp
GL_ARB_texture_compression
GL_ARB_texture_compression_bptc
GL_ARB_texture_compression_rgtc
GL_ARB_texture_cube_map
GL_ARB_texture_cube_map_array
GL_ARB_texture_env_add
GL_ARB_texture_env_combine
GL_ARB_texture_env_crossbar
GL_ARB_texture_env_dot3
GL_ARB_texture_filter_anisotropic
GL_ARB_texture_float GL_ARB_texture_gather
GL_ARB_texture_mirror_clamp_to_edge
GL_ARB_texture_mirrored_repeat
GL_ARB_texture_multisample
GL_ARB_texture_non_power_of_two
GL_ARB_texture_query_levels
GL_ARB_texture_query_lod GL_ARB_texture_rectangle
GL_ARB_texture_rg GL_ARB_texture_rgb10_a2ui
GL_ARB_texture_stencil8 GL_ARB_texture_storage
GL_ARB_texture_storage_multisample
GL_ARB_texture_swizzle GL_ARB_texture_view
GL_ARB_timer_query GL_ARB_transform_feedback2
GL_ARB_transform_feedback3
GL_ARB_transform_feedback_instanced
GL_ARB_transform_feedback_overflow_query
GL_ARB_transpose_matrix
GL_ARB_uniform_buffer_object
GL_ARB_vertex_array_bgra
GL_ARB_vertex_array_object
GL_ARB_vertex_attrib_binding
GL_ARB_vertex_buffer_object GL_ARB_vertex_program
GL_ARB_vertex_shader
GL_ARB_vertex_type_10f_11f_11f_rev
GL_ARB_vertex_type_2_10_10_10_rev
GL_ARB_window_pos GL_ATI_blend_equation_separate
GL_ATI_draw_buffers GL_ATI_separate_stencil
GL_ATI_texture_env_combine3 GL_ATI_texture_float
GL_EXT_abgr GL_EXT_bgra GL_EXT_blend_color
GL_EXT_blend_equation_separate
GL_EXT_blend_func_separate GL_EXT_blend_minmax

GL_EXT_blend_subtract GL_EXT_compiled_vertex_array
GL_EXT_copy_texture GL_EXT_draw_buffers2
GL_EXT_draw_instanced GL_EXT_draw_range_elements
GL_EXT_fog_coord GL_EXT_framebuffer_blit
GL_EXT_framebuffer_multisample
GL_EXT_framebuffer_multisample_blit_scaled
GL_EXT_framebuffer_object GL_EXT_framebuffer_sRGB
GL_EXT_gpu_program_parameters
GL_EXT_multi_draw_arrays
GL_EXT_packed_depth_stencil GL_EXT_packed_float
GL_EXT_packed_pixels GL_EXT_pixel_buffer_object
GL_EXT_point_parameters GL_EXT_polygon_offset
GL_EXT_polygon_offset_clamp
GL_EXT_provoking_vertex GL_EXT_rescale_normal
GL_EXT_secondary_color
GL_EXT_separate_specular_color
GL_EXT_shader_framebuffer_fetch
GL_EXT_shader_framebuffer_fetch_non_coherent
GL_EXT_shader_integer_mix
GL_EXT_shader_samples_identical
GL_EXT_shadow_funcs GL_EXT_stencil_two_side
GL_EXT_stencil_wrap GL_EXT_subtexture
GL_EXT_texture GL_EXT_texture3D
GL_EXT_texture_array
GL_EXT_texture_compression_dxt1
GL_EXT_texture_compression_rgtc
GL_EXT_texture_compression_s3tc
GL_EXT_texture_cube_map
GL_EXT_texture_edge_clamp GL_EXT_texture_env_add
GL_EXT_texture_env_combine
GL_EXT_texture_env_dot3
GL_EXT_texture_filter_anisotropic
GL_EXT_texture_integer GL_EXT_texture_lod_bias
GL_EXT_texture_object GL_EXT_texture_rectangle
GL_EXT_texture_sRGB GL_EXT_texture_sRGB_decode
GL_EXT_texture_shared_exponent
GL_EXT_texture_snorm GL_EXT_texture_swizzle
GL_EXT_timer_query GL_EXT_transform_feedback
GL_EXT_vertex_array GL_EXT_vertex_array_bgra
GL_IBM_multimode_draw_arrays GL_IBM_rasterpos_clip
GL_IBM_texture_mirrored_repeat
GL_INGR_blend_func_separate
GL_INTEL_performance_query
GL_KHR_blend_equation_advanced
GL_KHR_blend_equation_advanced_coherent
GL_KHR_context_flush_control GL_KHR_debug
GL_KHR_no_error
GL_KHR_robust_buffer_access_behavior
GL_KHR_robustness
GL_KHR_texture_compression_astc_ldr
GL_KHR_texture_compression_astc_sliced_3d
GL_MESA_pack_invert
GL_MESA_shader_integer_functions
GL_MESA_texture_signed_rgba GL_MESA_window_pos
GL_NV_blend_square GL_NV_conditional_render
GL_NV_depth_clamp GL_NV_light_max_exponent
GL_NV_packed_depth_stencil GL_NV_primitive_restart
GL_NV_texgen_reflection GL_NV_texture_barrier

	<p>GL_NV_texture_env_combine4 GL_NV_texture_rectangle GL_OES_EGL_image GL_OES_read_format GL_S3_s3tc GL_SGIS_generate_mipmap GL_SGIS_texture_border_clamp GL_SGIS_texture_edge_clamp GL_SGIS_texture_lod GL_SUN_multi_draw_arrays</p>
WebGL 1 Extensions	<p>ANGLE_instanced_arrays EXT_blend_minmax EXT_color_buffer_half_float EXT_frag_depth EXT_sRGB EXT_shader_texture_lod EXT_texture_filter_anisotropic EXT_disjoint_timer_query 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_astc WEBGL_compressed_texture_etc 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</p>
WebGL 2 Driver WSI Info	<p>GLX 1.4 GLX_VENDOR(client): Mesa Project and SGI GLX_VENDOR(server): SGI Extensions: GLX_ARB_create_context GLX_ARB_create_context_profile GLX_ARB_create_context_robustness GLX_ARB_fbconfig_float GLX_ARB_framebuffer_sRGB GLX_ARB_get_proc_address GLX_ARB_multisample GLX_EXT_create_context_es2_profile GLX_EXT_create_context_es_profile GLX_EXT_fbconfig_packed_float GLX_EXT_framebuffer_sRGB GLX_EXT_import_context GLX_EXT_texture_from_pixmap GLX_EXT_visual_info GLX_EXT_visual_rating GLX_INTEL_swap_event GLX_MESA_copy_sub_buffer GLX_MESA_query_renderer GLX_MESA_swap_control GLX_OML_swap_method GLX_OML_sync_control GLX_SGIS_multisample GLX_SGIX_fbconfig GLX_SGIX_pbuffer GLX_SGIX_visual_select_group GLX_SGI_make_current_read GLX_SGI_swap_control GLX_SGI_video_sync</p>
WebGL 2 Driver Renderer	<p>Intel Open Source Technology Center -- Mesa DRI Intel(R) HD Graphics 630 (Kaby Lake GT2)</p>
WebGL 2 Driver Version	<p>4.5 (Core Profile) Mesa 18.1.9</p>
WebGL 2 Driver Extensions	<p>GL_3DFX_texture_compression_FXT1 GL_AMD_conservative_depth GL_AMD_draw_buffers_blend GL_AMD_seamless_cubemap_per_texture GL_AMD_shader_stencil_export GL_AMD_shader_trinary_minmax GL_AMD_vertex_shader_layer GL_AMD_vertex_shader_viewport_index GL_ANGLE_texture_compression_dxt3</p>

GL_ANGLE_texture_compression_dxt5
GL_APPLE_object_purgeable GL_ARB_ES2_compatibility
GL_ARB_ES3_1_compatibility
GL_ARB_ES3_2_compatibility
GL_ARB_ES3_compatibility GL_ARB_arrays_of_arrays
GL_ARB_base_instance GL_ARB_blend_func_extended
GL_ARB_buffer_storage GL_ARB_clear_buffer_object
GL_ARB_clear_texture GL_ARB_clip_control
GL_ARB_compressed_texture_pixel_storage
GL_ARB_compute_shader
GL_ARB_conditional_render_inverted
GL_ARB_conservative_depth GL_ARB_copy_buffer
GL_ARB_copy_image GL_ARB_cull_distance
GL_ARB_debug_output GL_ARB_depth_buffer_float
GL_ARB_depth_clamp GL_ARB_derivative_control
GL_ARB_direct_state_access GL_ARB_draw_buffers
GL_ARB_draw_buffers_blend
GL_ARB_draw_elements_base_vertex
GL_ARB_draw_indirect GL_ARB_draw_instanced
GL_ARB_enhanced_layouts
GL_ARB_explicit_attrib_location
GL_ARB_explicit_uniform_location
GL_ARB_fragment_coord_conventions
GL_ARB_fragment_layer_viewport
GL_ARB_fragment_shader
GL_ARB_framebuffer_no_attachments
GL_ARB_framebuffer_object GL_ARB_framebuffer_sRGB
GL_ARB_get_program_binary
GL_ARB_get_texture_sub_image GL_ARB_gpu_shader5
GL_ARB_gpu_shader_fp64 GL_ARB_gpu_shader_int64
GL_ARB_half_float_pixel GL_ARB_half_float_vertex
GL_ARB_indirect_parameters GL_ARB_instanced_arrays
GL_ARB_internalformat_query
GL_ARB_internalformat_query2
GL_ARB_invalidate_subdata
GL_ARB_map_buffer_alignment
GL_ARB_map_buffer_range GL_ARB_multi_bind
GL_ARB_multi_draw_indirect GL_ARB_occlusion_query2
GL_ARB_pipeline_statistics_query
GL_ARB_pixel_buffer_object GL_ARB_point_sprite
GL_ARB_polygon_offset_clamp
GL_ARB_post_depth_coverage
GL_ARB_program_interface_query
GL_ARB_provoking_vertex GL_ARB_query_buffer_object
GL_ARB_robust_buffer_access_behavior
GL_ARB_robustness GL_ARB_sample_shading
GL_ARB_sampler_objects GL_ARB_seamless_cube_map
GL_ARB_seamless_cubemap_per_texture
GL_ARB_separate_shader_objects
GL_ARB_shader_atomic_counter_ops
GL_ARB_shader_atomic_counters
GL_ARB_shader_ballot GL_ARB_shader_bit_encoding
GL_ARB_shader_clock
GL_ARB_shader_draw_parameters
GL_ARB_shader_group_vote
GL_ARB_shader_image_load_store
GL_ARB_shader_image_size GL_ARB_shader_objects
GL_ARB_shader_precision

GL_ARB_shader_stencil_export
GL_ARB_shader_storage_buffer_object
GL_ARB_shader_subroutine
GL_ARB_shader_texture_image_samples
GL_ARB_shader_texture_lod
GL_ARB_shader_viewport_layer_array
GL_ARB_shading_language_420pack
GL_ARB_shading_language_packing
GL_ARB_stencil_texturing GL_ARB_sync
GL_ARB_tessellation_shader GL_ARB_texture_barrier
GL_ARB_texture_buffer_object
GL_ARB_texture_buffer_object_rgb32
GL_ARB_texture_buffer_range
GL_ARB_texture_compression_bptc
GL_ARB_texture_compression_rgtc
GL_ARB_texture_cube_map_array
GL_ARB_texture_filter_anisotropic
GL_ARB_texture_float GL_ARB_texture_gather
GL_ARB_texture_mirror_clamp_to_edge
GL_ARB_texture_multisample
GL_ARB_texture_non_power_of_two
GL_ARB_texture_query_levels
GL_ARB_texture_query_lod GL_ARB_texture_rectangle
GL_ARB_texture_rg GL_ARB_texture_rgb10_a2ui
GL_ARB_texture_stencil8 GL_ARB_texture_storage
GL_ARB_texture_storage_multisample
GL_ARB_texture_swizzle GL_ARB_texture_view
GL_ARB_timer_query GL_ARB_transform_feedback2
GL_ARB_transform_feedback3
GL_ARB_transform_feedback_instanced
GL_ARB_transform_feedback_overflow_query
GL_ARB_uniform_buffer_object
GL_ARB_vertex_array_bgra
GL_ARB_vertex_array_object
GL_ARB_vertex_attrib_64bit
GL_ARB_vertex_attrib_binding GL_ARB_vertex_shader
GL_ARB_vertex_type_10f_11f_11f_rev
GL_ARB_vertex_type_2_10_10_10_rev
GL_ARB_viewport_array
GL_ATI_blend_equation_separate GL_ATI_texture_float
GL_EXT_abgr GL_EXT_blend_equation_separate
GL_EXT_draw_buffers2 GL_EXT_draw_instanced
GL_EXT_framebuffer_blit
GL_EXT_framebuffer_multisample
GL_EXT_framebuffer_multisample_blit_scaled
GL_EXT_framebuffer_sRGB
GL_EXT_packed_depth_stencil GL_EXT_packed_float
GL_EXT_pixel_buffer_object
GL_EXT_polygon_offset_clamp
GL_EXT_provoking_vertex
GL_EXT_shader_framebuffer_fetch
GL_EXT_shader_framebuffer_fetch_non_coherent
GL_EXT_shader_integer_mix
GL_EXT_shader_samples_identical
GL_EXT_texture_array
GL_EXT_texture_compression_dxt1
GL_EXT_texture_compression_rgtc
GL_EXT_texture_compression_s3tc

	GL_EXT_texture_filter_anisotropic GL_EXT_texture_integer GL_EXT_texture_sRGB GL_EXT_texture_sRGB_decode GL_EXT_texture_shared_exponent GL_EXT_texture_snorm GL_EXT_texture_swizzle GL_EXT_timer_query GL_EXT_transform_feedback GL_EXT_vertex_array_bgra GL_IBM_multimode_draw_arrays GL_INTEL_conservative_rasterization GL_INTEL_performance_query GL_KHR_blend_equation_advanced GL_KHR_blend_equation_advanced_coherent GL_KHR_context_flush_control GL_KHR_debug GL_KHR_no_error GL_KHR_robust_buffer_access_behavior GL_KHR_robustness GL_KHR_texture_compression_astc_ldr GL_KHR_texture_compression_astc_sliced_3d GL_MESA_pack_invert GL_MESA_shader_integer_functions GL_MESA_texture_signed_rgba GL_NV_conditional_render GL_NV_depth_clamp GL_NV_packed_depth_stencil GL_NV_texture_barrier GL_OES_EGL_image GL_S3_s3tc
WebGL 2 Extensions	EXT_color_buffer_float EXT_texture_filter_anisotropic EXT_disjoint_timer_query OES_texture_float_linear WebGL_compressed_texture_astc WebGL_compressed_texture_etc WebGL_compressed_texture_s3tc WebGL_compressed_texture_s3tc_srgb WebGL_debug_renderer_info WebGL_debug_shaders WebGL_lose_context
Off Main Thread Painting Enabled	true
Off Main Thread Painting Worker Count	4
GPU #1	
Active	Yes
Description	Intel Open Source Technology Center -- Mesa DRI Intel(R) HD Graphics 630 (Kaby Lake GT2)
Vendor ID	Intel Open Source Technology Center
Device ID	Mesa DRI Intel(R) HD Graphics 630 (Kaby Lake GT2)
Driver Version	3.0 Mesa 18.1.9
Diagnostics	
AzureCanvasAccelerated	0
AzureCanvasBackend	skia
AzureContentBackend	skia
AzureFallbackCanvasBackend	none
CairoUseXRender	0
Decision Log	

HW_COMPOSITING	blocked by default: Acceleration blocked by platform
OPENGL_COMPOSITING	unavailable by default: Hardware compositing is disabled
WEBRENDER	opt-in by default: WebRender is an opt-in feature
	unavailable by runtime: Hardware compositing is disabled
WEBRENDER_QUALIFIED	blocked by env: No qualified hardware

Media

Audio Backend	pulse-rust							
Max Channels	2							
Preferred Sample Rate	44100							
Output Devices								
Name	Group	Vendor	State	Preferred	Format	Channels	Rate	Latency
/dev/dsp0			Enabled	All	default: S16LE, support: S16LE S16BE F32LE F32BE	2	default: 44100, support: 1 - 384000	0 - 0
/dev/dsp1			Enabled	None	default: S16LE, support: S16LE S16BE F32LE F32BE	2	default: 44100, support: 1 - 384000	0 - 0
Input Devices								
Name	Group	Vendor	State	Preferred	Format	Channels	Rate	Latency
/dev/dsp0			Enabled	All	default: S16LE, support: S16LE S16BE F32LE F32BE	2	default: 44100, support: 1 - 384000	0 - 0
Monitor of /dev/dsp0			Enabled	None	default: S16LE, support: S16LE S16BE F32LE	2	default: 44100, support: 1 - 384000	0 - 0

					F32BE			
Monitor of /dev/dsp1			Enabled	None	default: S16LE, support: S16LE S16BE F32LE F32BE	2	default: 44100, support: 1 - 384000	0 - 0

Important Modified Preferences

Name	Value
accessibility.typeaheadfind.flashBar	0
browser.cache.disk.capacity	1048576
browser.cache.disk.filesystem_reported	1
browser.cache.disk.hashstats_reported	1
browser.cache.disk.smart_size.first_run	false
browser.cache.frecency_experiment	2
browser.download.useDownloadDir	false
browser.places.smartBookmarksVersion	8
browser.search.suggest.enabled	false
browser.search.useDBForOrder	true
browser.sessionstore.upgradeBackup.latestBuildID	20181103201123
browser.startup.homepage_override.buildID	20181103201123
browser.startup.homepage_override.mstone	63.0.1
browser.urlbar.matchBuckets	general:5,suggestion:Infinity
browser.urlbar.placeholderName	DuckDuckGo
browser.urlbar.timesBeforeHidingSuggestionsHint	0
dom.push.userAgentID	72110fe01fcd4098b329fa51e76ab968
extensions.lastAppVersion	63.0.1
font.internaluseonly.changed	false
media.gmp-manager.buildID	20181103201123
media.gmp-manager.lastCheck	1541592522
media.gmp.storage.version.observed	1
network.cookie.prefsMigrated	true
network.dns.disablePrefetch	true
network.http.speculative-parallel-limit	0
network.predictor.cleaned-up	true
network.predictor.enabled	false

Name	Value
network.prefetch-next	false
places.database.lastMaintenance	1541317840
places.history.expiration.transient_current_max_pages	130854
plugin.disable_full_page_plugin_for_types	application/pdf
print.print_bgcolor	false
print.print_bgimages	false
print.print_duplex	0
print.print_evenpages	true
print.print_margin_bottom	0.5
print.print_margin_left	0.5
print.print_margin_right	0.5
print.print_margin_top	0.5
print.print_oddpages	true
print.print_orientation	0
print.print_page_delay	50
print.print_paper_data	0
print.print_paper_height	11.00
print.print_paper_name	na_letter
print.print_paper_size_unit	0
print.print_paper_width	8.50
print.print_resolution	301
print.print_scaling	1.00
print.print_shrink_to_fit	true
print.print_to_file	false
print.print_unwriteable_margin_bottom	56
print.print_unwriteable_margin_left	25
print.print_unwriteable_margin_right	25
print.print_unwriteable_margin_top	25
privacy.sanitize.pending	[{"id":"newtab-container","itemsToClear":[],"options":{}}
security.ssl.errorReporting.automatic	true
services.sync.declinedEngines	
signon.importedFromSqlite	true
storage.vacuum.last.index	1
storage.vacuum.last.places.sqlite	1540385390

Important Locked Preferences

Name	Value
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Places Database

Integrity	Verify Integrity
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JavaScript

Incremental GC	true
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Accessibility

Activated	false
Prevent Accessibility	0

Library Versions

	Expected minimum version	Version in use
NSPR	4.20	4.20
NSS	3.40	3.40
NSSSMIME	3.40	3.40
NSSSSL	3.40	3.40
NSSUTIL	3.40	3.40

Internationalization & Localization

Application Settings	
Requested Locales	["und","en-US"]
Available Locales	["en-US"]
App Locales	["en-US","und"]
Regional Preferences	["en-US"]
Default Locale	"und"
Operating System	
System Locales	["en-US"]

Regional Preferences	["en-US"]
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