VkPhysicalDeviceFeatures

+ robustBufferAccess
+ fullDrawIndexUint32
+ imageCubeArray
+ independentBlend
+ geometryShader
+ tessellationShader
+ sampleRateShading
+ dualSrcBlend
+ logicOp
+ multiDrawIndirect
+ drawIndirectFirstInstance
+ depthClamp
+ depthBiasClamp
+ fillModeNonSolid
+ depthBounds
+ wideLines
+ largePoints
+ alphaToOne
+ multiViewport
+ samplerAnisotropy
+ textureCompressionETC2
+ textureCompressionASTC_LDR
+ textureCompressionBC
+ occlusionQueryPrecise
+ pipelineStatisticsQuery
+ vertexPipelineStoresAndAtomics
+ fragmentStoresAndAtomics
+ shaderTessellationAndGeometry
PointSize
+ shaderImageGatherExtended
+ shaderStorageImageExtended
Formats
+ shaderStorageImageMultisample
+ shaderStorageImageReadWithout
Format
+ shaderStorageImageWriteWithout
Format
+ shaderUniformBufferArray
DynamicIndexing
+ shaderSampledImageArrayDynamic
Indexing
+ shaderStorageBufferArray
DynamicIndexing
+ shaderStorageImageArrayDynamic
Indexing
+ shaderClipDistance
+ shaderCullDistance
+ shaderFloat64
+ shaderInt64
+ shaderInt16
+ shaderResourceResidency
+ shaderResourceMinLod
+ sparseBinding
+ sparseResidencyBuffer
+ sparseResidencyImage2D
+ sparseResidencyImage3D
+ sparseResidency2Samples
+ sparseResidency4Samples
+ sparseResidency8Samples
+ sparseResidency16Samples
+ sparseResidencyAliased
+ variableMultisampleRate
+ inheritedQueries