## 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

+pQueueCreateInfos +pEnabledFeatures

## VkDeviceCreateInfo

+ sType + pNext

VkDeviceOueueCreateInfo

+ queueFamilyIndex

+ pQueuePriorities

+ queueCount

+ sType

+ pNext

+ flags

- + flags
- + queueCreateInfoCount
- + enabledLayerCount
- + ppEnabledLayerNames
- + enabledExtensionCount + ppEnabledExtensionNames