

VkPhysicalDeviceLimits
+ maxImageDimension1D + maxImageDimension2D + maxImageDimension3D + maxImageDimensionCube + maxImageArrayLayers + maxTexelBufferElements + maxUniformBufferRange + maxStorageBufferRange + maxPushConstantsSize + maxMemoryAllocationCount + maxSamplerAllocationCount + bufferImageGranularity + sparseAddressSpaceSize + maxBoundDescriptorSets + maxPerStageDescriptorSamplers + maxPerStageDescriptorUniform Buffers + maxPerStageDescriptorStorage Buffers + maxPerStageDescriptorSampled Images + maxPerStageDescriptorStorage Images + maxPerStageDescriptorInput Attachments + maxPerStageResources + maxDescriptorSetSamplers + maxDescriptorSetUniformBuffers + maxDescriptorSetUniformBuffers Dynamic + maxDescriptorSetStorageBuffers + maxDescriptorSetStorageBuffers Dynamic + maxDescriptorSetSampledImages + maxDescriptorSetStorageImages + maxDescriptorSetInputAttachments + maxVertexInputAttributes + maxVertexInputBindings + maxVertexInputAttributeOffset + maxVertexInputBindingStride + maxVertexOutputComponents + maxTessellationGeneration Level + maxTessellationPatchSize + maxTessellationControlPer VertexInputComponents + maxTessellationControlPer VertexOutputComponents + maxTessellationControlPer PatchOutputComponents + maxTessellationControlTotal OutputComponents + maxTessellationEvaluation InputComponents + maxTessellationEvaluation OutputComponents + maxGeometryShaderInvocations + maxGeometryInputComponents + maxGeometryOutputComponents + maxGeometryOutputVertices + maxGeometryTotalOutputComponents + maxFragmentInputComponents + maxFragmentOutputAttachments + maxFragmentDualSrcAttachments and 56 more...

VkPhysicalDeviceSparseProperties
+ residencyStandard2DBlock Shape + residencyStandard2DMultisample BlockShape + residencyStandard3DBlock Shape + residencyAlignedMipSize + residencyNonResidentStrict

VkPhysicalDeviceProperties
+ apiVersion + driverVersion + vendorID + deviceID + deviceType + deviceName + pipelineCacheUUID

+limits

+sparseProperties