

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...