VkPhysicalDeviceFeatures 4 1 2 2

- + robustBufferAccess + fullDrawIndexUint32
- + imageCubeArray
- + independentBlend
- + geometryShader
- + tessellationShader
- + sampleRateShading + dualSrcBlend
- + logicOp
- + multiDrawIndirect
- + drawIndirectFirstInstance
- + depthClamp + depthBiasClamp
- + fillModeNonSolid
- + depthBounds
- + wideLines
- + largePoints
- + alphaToOne
- + multiViewport
- + samplerAnisotropy
- + textureCompressionETC2
- + textureCompressionASTC+ 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

VkPhysicalDeviceFeatures2

+features

+ sType + pNext