VkPhysicalDeviceDescriptor **IndexingFeaturesEXT**

+ sType + pNext + shaderInputAttachmentArray DynamicIndexing + shaderUniformTexelBuffer ArrayDynamicIndexing + shaderStorageTexelBuffer ArrayDynamicIndexing + shaderUniformBufferArray NonUniformIndexing + shaderSampledImageArrayNon UniformIndexina + shaderStorageBufferArray NonUniformIndexina + shaderStorageImageArrayNon UniformIndexing + shaderInputAttachmentArray NonUniformIndexina + shaderUniformTexelBuffer ArrayNonUniformIndexing + shaderStorageTexelBuffer ArrayNonUniformIndexing + descriptorBindingUniform BufferUpdateAfterBind + descriptorBindingSampled ImageUpdateAfterBind + descriptorBindingStorage ImageUpdateAfterBind + descriptorBindingStorage BufferUpdateAfterBind + descriptorBindingUniform TexelBufferUpdateAfterBind + descriptorBindingStorage TexelBufferUpdateAfterBind + descriptorBindingUpdateUnused WhilePending + descriptorBindingPartially **Bound** + descriptorBindingVariable DescriptorCount + runtimeDescriptorArray