```
VkPhysicalDeviceDescriptor
IndexingPropertiesEXT
```

+ sType + pNext + maxUpdateAfterBindDescriptors InAllPools + shaderUniformBufferArray NonUniformIndexingNative + shaderSampledImageArrayNon UniformIndexingNative + shaderStorageBufferArray NonUniformIndexingNative + shaderStorageImageArrayNon **UniformIndexingNative** + shaderInputAttachmentArray NonUniformIndexingNative + robustBufferAccessUpdate AfterBind + quadDivergentImplicitLod + maxPerStageDescriptorUpdate AfterBindSamplers + maxPerStageDescriptorUpdate **AfterBindUniformBuffers** + maxPerStageDescriptorUpdate AfterBindStorageBuffers + maxPerStageDescriptorUpdate AfterBindSampledImages + maxPerStageDescriptorUpdate AfterBindStorageImages + maxPerStageDescriptorUpdate AfterBindInputAttachments + maxPerStageUpdateAfterBind Resources + maxDescriptorSetUpdateAfter **BindSamplers** + maxDescriptorSetUpdateAfter **BindUniformBuffers** + maxDescriptorSetUpdateAfter **BindUniformBuffersDynamic** + maxDescriptorSetUpdateAfter BindStorageBuffers + maxDescriptorSetUpdateAfter BindStorageBuffersDynamic + maxDescriptorSetUpdateAfter BindSampledImages + maxDescriptorSetUpdateAfter BindStorageImages + maxDescriptorSetUpdateAfter BindInputAttachments