**BIG Bug Solution**

**vkCmdBeginRenderPass crash**

* This issue was caused by the non-matching of the Renderpass and the framebuffer used
* You need to check if the color view and the depth view are created properly

**vkAllocateDescriptorSet error code = VK\_ERROR\_INITIALIZATION\_FAILED**

* The error come from the size of the descriptorPool , there is 2 parameter the size of the pool and the max size, there is no error if you have the size>maxsize but when you allocateDescriptor an error occur, and you don’t get easily why