

# Vulkan API Reference Pages

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# Vulkan Commands

## 1.1 vkAllocateCommandBuffers(3)

### 1.1.1 Name

vkAllocateCommandBuffers - Allocate command buffers from an existing command pool

### 1.1.2 C Specification

```
VkResult vkAllocateCommandBuffers(  
    VkDevice device,  
    const VkCommandBufferAllocateInfo* pAllocateInfo,  
    VkCommandBuffer* pCommandBuffers);
```

### 1.1.3 Parameters

#### *device*

A handle to the device that owns the pool from which the command buffers are to be allocated.

#### *pAllocateInfo*

A pointer to a structure containing information about the command buffers to be allocated.

#### *pCommandBuffers*

A pointer to an array of `VkCommandBuffer` handles that will be filled with the newly allocated command buffers.

### 1.1.4 Description

**vkAllocateCommandBuffers** allocates command buffers from an existing command pool. *pAllocateInfo* is a pointer to an instance of the `VkCommandBufferAllocateInfo` structure which describes the command buffer allocation. The definition of `VkCommandBufferAllocateInfo` is:

```
typedef struct VkCommandBufferAllocateInfo {  
    VkStructureType sType;  
    const void* pNext;  
    VkCommandPool commandPool;  
    VkCommandBufferLevel level;  
    uint32_t commandBufferCount;  
} VkCommandBufferAllocateInfo;
```

In *pAllocateInfo*, *sType* must be `VK_STRUCTURE_TYPE_COMMAND_BUFFER_ALLOCATE_INFO` and, unless an extension is in use, *pNext* must be **NULL**. *commandPool* is a handle to the command pool from which the command buffer should be allocated, and this must be a command pool that is owned by the device whose handle is passed in *device*. The *level* field indicates the level of the command buffer (primary or secondary) and must be a member of the `VkCommandBufferLevel` enumeration. The number of command buffers to allocate is given by *commandBufferCount*.

On success, *commandBufferCount* new command buffers are returned in the array pointed to by *pCommandBuffers*. Command buffers allocated with **vkAllocateCommandBuffers** must be freed using `vkFreeCommandBuffers`.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- *pAllocateInfo* must be a pointer to a valid `VkCommandBufferAllocateInfo` structure
- *pCommandBuffers* must be a pointer to an array of *pAllocateInfo*→*commandBufferCount* `VkCommandBuffer` handles

---

### Host Synchronization

- Host access to *pAllocateInfo*→commandPool must be externally synchronized

### Return Codes

#### Success

- VK\_SUCCESS

#### Failure

- VK\_ERROR\_OUT\_OF\_HOST\_MEMORY
- VK\_ERROR\_OUT\_OF\_DEVICE\_MEMORY

### 1.1.5 See Also

[vkCreateCommandPool](#), [vkDestroyCommandPool](#), [vkFreeCommandBuffers](#)

---



## 1.2 vkAllocateDescriptorSets(3)

### 1.2.1 Name

vkAllocateDescriptorSets - Allocate one or more descriptor sets.

### 1.2.2 C Specification

```
VkResult vkAllocateDescriptorSets(
    VkDevice          device,
    const VkDescriptorSetAllocateInfo* pAllocateInfo,
    VkDescriptorSet*   pDescriptorSets);
```

### 1.2.3 Parameters

**device**

The device that will create the descriptor sets.

**pAllocateInfo**

A pointer to a structure containing information about the sets to allocate.

**pDescriptorSets**

An array of variables that will receive the handles to the newly created descriptor sets.

### 1.2.4 Description

**vkAllocateDescriptorSets** allocates one or more descriptor sets using information contained in the structure pointed to by *pAllocateInfo*. *pAllocateInfo* is an instance of the [VkDescriptorSetAllocateInfo](#) structure, the definition of which is:

```
typedef struct VkDescriptorSetAllocateInfo {
    VkStructureType    sType;
    const void*        pNext;
    VkDescriptorPool    descriptorPool;
    uint32_t            descriptorSetCount;
    const VkDescriptorSetLayout* pSetLayouts;
} VkDescriptorSetAllocateInfo;
```

The *sType* member of [VkDescriptorSetAllocateInfo](#) must be set to `VK_STRUCTURE_TYPE_DESCRIPTOR_SET_ALLOCATE_INFO`. The *pNext* member is reserved for use by extensions and should be set to **NULL**.

The requested sets are allocated from the descriptor pool specified by *descriptorPool*. *descriptorPool* and the resulting descriptor sets must be owned by the device specified in *device*.

*setLayoutCount* specifies the number of sets to allocate. *pSetLayouts* is an array of *setLayoutCount* [VkDescriptorSetLayout](#) object handles which describe the layouts of each of the sets. On success, *setLayoutCount* descriptor set handles will be allocated and placed in the *pDescriptorSets* array.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- *pAllocateInfo* must be a pointer to a valid [VkDescriptorSetAllocateInfo](#) structure
- *pDescriptorSets* must be a pointer to an array of *pAllocateInfo*→*descriptorSetCount* `VkDescriptorSet` handles

---

### Host Synchronization

- Host access to *pAllocateInfo*→descriptorPool must be externally synchronized

### Return Codes

#### Success

- VK\_SUCCESS

#### Failure

- VK\_ERROR\_OUT\_OF\_HOST\_MEMORY
- VK\_ERROR\_OUT\_OF\_DEVICE\_MEMORY

### 1.2.5 See Also

[vkFreeDescriptorSets](#), [vkUpdateDescriptorSets](#), [vkCreateDescriptorPool](#), [vkCreateDescriptorSetLayout](#)

---

## 1.3 vkAllocateMemory(3)

### 1.3.1 Name

vkAllocateMemory - Allocate GPU memory.

### 1.3.2 C Specification

```
VkResult vkAllocateMemory(  
    VkDevice device,  
    const VkMemoryAllocateInfo* pAllocateInfo,  
    const VkAllocationCallbacks* pAllocator,  
    VkDeviceMemory* pMemory);
```

### 1.3.3 Parameters

***device***

The device from which to allocate memory.

***pAllocateInfo***

Pointer to a [VkMemoryAllocateInfo](#) structure containing a description of the desired memory allocation.

***pAllocator***

A pointer to a [VkAllocationCallbacks](#) structure containing the allocation callbacks to be used when allocating the object.

***pMemory***

Pointer to a variable which will receive the newly allocated `VkDeviceMemory` object.

### 1.3.4 Description

**vkAllocateMemory** allocates memory using the device specified in *device*. The properties of the new allocation are specified in the structure pointed to by *pAllocateInfo*, which is an instance of [VkMemoryAllocateInfo](#). The definition of [VkMemoryAllocateInfo](#) is:

```
typedef struct VkMemoryAllocateInfo {  
    VkStructureType sType;  
    const void* pNext;  
    VkDeviceSize allocationSize;  
    uint32_t memoryTypeIndex;  
} VkMemoryAllocateInfo;
```

The *sType* member of the [VkMemoryAllocateInfo](#) structure must be set to `VK_STRUCTURE_TYPE_MEMORY_ALLOCATE_INFO` and the *pNext* member of the structure is reserved for use by extensions and should be set to **NULL** if none are in use.

The *allocationSize* member specifies the size in bytes of the requested allocation and the *memoryTypeIndex* member specifies the type of memory to allocate. The number of available memory types and their properties is a feature of the physical device and may be obtained by calling [vkGetPhysicalDeviceMemoryProperties](#).

---

### Valid Usage

- *device* must be a valid `VkDevice` handle
- *pAllocateInfo* must be a pointer to a valid `VkMemoryAllocateInfo` structure
- If *pAllocator* is not `NULL`, *pAllocator* must be a pointer to a valid `VkAllocationCallbacks` structure
- *pMemory* must be a pointer to a `VkDeviceMemory` handle
- The number of currently valid memory objects, allocated from *device*, must be less than `VkPhysicalDeviceLimits::maxMemoryAllocationCount`

### Return Codes

#### Success

- `VK_SUCCESS`

#### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
- `VK_ERROR_TOO_MANY_OBJECTS`

If any host memory is required to create the memory object, the allocators passed in the structure pointed to by the *pAllocator* parameter are used and will be used to free the object when `vkFreeMemory` is called.

On success, a handle to the new memory object is placed in the variable pointed to by *pMemory*.

### 1.3.5 See Also

`vkFreeMemory`

---

## 1.4 vkBeginCommandBuffer(3)

### 1.4.1 Name

vkBeginCommandBuffer - Start recording a command buffer

### 1.4.2 C Specification

```
VkResult vkBeginCommandBuffer(
    VkCommandBuffer          commandBuffer,
    const VkCommandBufferBeginInfo* pBeginInfo);
```

### 1.4.3 Parameters

#### *commandBuffer*

A handle to the command buffer that is to be recorded.

#### *pBeginInfo*

A pointer to an instance of [VkCommandBufferBeginInfo](#) containing information about the command buffer.

### 1.4.4 Description

**vkBeginCommandBuffer** begins recording the command buffer whose handle is specified in *commandBuffer*. *pBeginInfo* is a pointer to an instance of the [VkCommandBufferBeginInfo](#) structure whose definition is:

```
typedef struct VkCommandBufferBeginInfo {
    VkStructureType    sType;
    const void*        pNext;
    VkCommandBufferUsageFlags flags;
    const VkCommandBufferInheritanceInfo* pInheritanceInfo;
} VkCommandBufferBeginInfo;
```

The *sType* member of [VkCommandBufferBeginInfo](#) should be set to `VK_STRUCTURE_TYPE_COMMAND_BUFFER_BEGIN_INFO` and the *pNext* member of the structure is reserved for extensions and should be set to **NULL** if none are in use.

The *flags* member of *pBeginInfo* may be used to indicate the type of workload expected to be placed in the command buffer, which may allow implementations to optimize command buffer contents more appropriately. The available flags for use in this member are:

```
typedef enum VkCommandBufferUsageFlagBits {
    VK_COMMAND_BUFFER_USAGE_ONE_TIME_SUBMIT_BIT = 0x00000001,
    VK_COMMAND_BUFFER_USAGE_RENDER_PASS_CONTINUE_BIT = 0x00000002,
    VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT = 0x00000004,
} VkCommandBufferUsageFlagBits;
```

If the *flags* member contains `VK_COMMAND_BUFFER_USAGE_ONE_TIME_SUBMIT_BIT`, then the command buffer may only be submitted to a queue for execution once, after which time it must be reset or destroyed. If this flag is not included, then it is legal to submit the command buffer many times.

If the *flags* member contains `VK_COMMAND_BUFFER_USAGE_RENDER_PASS_CONTINUE_BIT` then the command buffer must be a secondary command buffer (see [vkAllocateCommandBuffers](#) for more information) and is considered to be entirely contained inside a renderpass that is begun in the calling primary command buffer. In such a case, the *renderPass*, *subpass* and *framebuffer* members refer to the renderpass, subpass and framebuffer that will be active when the command buffer is referenced with a call to [vkCmdExecuteCommands](#).

If `VK_COMMAND_BUFFER_USAGE_RENDER_PASS_CONTINUE_BIT` is not set, then the *renderPass*, *subpass* and *framebuffer* members are ignored. If the command buffer is a primary command buffer, then new renderpasses may be initiated by

---

calls to [vkCmdBeginRenderPass](#). If the command buffer is a secondary command buffer, then it may not contain commands that are legal only inside a renderpass, and may not be called from a primary command buffer while a renderpass is active.

If the *flags* member contains `VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT`, then multiple submissions of the command buffer may be in flight simultaneously.

- A primary command buffer is considered to be in flight from the time it is submitted to a queue by a call to [vkQueueSubmit](#) until the time it is retired (signaling the fence passed to the call to [vkQueueSubmit](#)).
- A secondary command buffer is considered to be in flight from a reference to it it is made from a primary command buffer using a call to [vkCmdExecuteCommands](#) until that primary command buffer is retired.

If `VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT` is not set, then only one invocation of the command buffer may be in flight at any time.

It should be noted that for primary command buffers, `VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT` implies possible multiple submission of the command buffer, suggesting that `VK_COMMAND_BUFFER_USAGE_ONE_TIME_SUBMIT_BIT` should be clear. Secondary command buffers may be referenced at most once from a primary command buffer (even the same primary command buffer) unless `VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT` is set.

The *renderPass* and *framebuffer* members must be **VK\_NULL\_HANDLE** for primary command buffers. For secondary command buffers, they must refer to the render pass and framebuffer that will be active when the secondary command buffer is called.

#### Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *pBeginInfo* must be a pointer to a valid `VkCommandBufferBeginInfo` structure
- *commandBuffer* must not be in the recording state
- *commandBuffer* must not currently be pending execution
- If *commandBuffer* was allocated from a `VkCommandPool` which did not have the `VK_COMMAND_POOL_CREATE_RESET_COMMAND_BUFFER_BIT` flag set, *commandBuffer* must be in the initial state.
- If *commandBuffer* is a secondary command buffer, the *pInheritanceInfo* member of *pBeginInfo* must be a valid `VkCommandBufferInheritanceInfo` structure
- If *commandBuffer* is a secondary command buffer and either the *occlusionQueryEnable* member of the *pInheritanceInfo* member of *pBeginInfo* is `VK_FALSE`, or the precise occlusion queries feature is not enabled, the *queryFlags* member of the *pInheritanceInfo* member *pBeginInfo* must not contain `VK_QUERY_CONTROL_PRECISE_BIT`

#### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized

#### Return Codes

##### Success

- `VK_SUCCESS`

##### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
  - `VK_ERROR_OUT_OF_DEVICE_MEMORY`
-

### 1.4.5 See Also

[vkAllocateCommandBuffers](#), [vkFreeCommandBuffers](#), [vkEndCommandBuffer](#), [vkResetCommandBuffer](#)

---

---

## 1.5 vkBindBufferMemory(3)

### 1.5.1 Name

vkBindBufferMemory - Bind device memory to a buffer object

### 1.5.2 C Specification

```
VkResult vkBindBufferMemory(  
    VkDevice          device,  
    VkBuffer          buffer,  
    VkDeviceMemory    memory,  
    VkDeviceSize      memoryOffset);
```

### 1.5.3 Parameters

***device***

A handle to the device that owns the object to which memory will be bound.

***buffer***

A handle to the object to which to bind memory.

***memory***

A handle to the device memory object.

***memoryOffset***

The offset within the device memory object at which the binding should begin.

### 1.5.4 Description

**vkBindBufferMemory** binds a region of the device memory object specified by *memory* to the resource buffer specified by *buffer*. *buffer* must be the handle of a buffer resource.

*memoryOffset* specifies the offset within *memory*, in bytes, from which the binding will begin. The value of *memoryOffset* must satisfy the alignment requirements of the object specified in *buffer*. This value is returned in the *alignment* member of the `VkMemoryRequirements` retrieved by calling [vkGetBufferMemoryRequirements](#) with *buffer* as specified.

**vkBindBufferMemory** should be used only for non-sparse resources. Memory is bound to sparse buffers by calling [vkQueueBindSparse](#).

---



**Valid Usage**

- *device* must be a valid `VkDevice` handle
- *buffer* must be a valid `VkBuffer` handle
- *memory* must be a valid `VkDeviceMemory` handle
- *buffer* must have been created, allocated or retrieved from *device*
- *memory* must have been created, allocated or retrieved from *device*
- Each of *device*, *buffer* and *memory* must have been created, allocated or retrieved from the same `VkPhysicalDevice`
- *buffer* must not already be backed by a memory object
- *buffer* must not have been created with any sparse memory binding flags
- *memoryOffset* must be less than the size of *memory*
- If *buffer* was created with the `VK_BUFFER_USAGE_UNIFORM_TEXEL_BUFFER_BIT` or `VK_BUFFER_USAGE_STORAGE_TEXEL_BUFFER_BIT`, *memoryOffset* must be a multiple of `VkPhysicalDeviceLimits::minTexelBufferOffsetAlignment`
- If *buffer* was created with the `VK_BUFFER_USAGE_UNIFORM_BUFFER_BIT`, *memoryOffset* must be a multiple of `VkPhysicalDeviceLimits::minUniformBufferOffsetAlignment`
- If *buffer* was created with the `VK_BUFFER_USAGE_STORAGE_BUFFER_BIT`, *memoryOffset* must be a multiple of `VkPhysicalDeviceLimits::minStorageBufferOffsetAlignment`
- *memory* must have been allocated using one of the memory types allowed in the *memoryTypeBits* member of the `VkMemoryRequirements` structure returned from a call to **`vkGetBufferMemoryRequirements`** with *buffer*
- The size of *buffer* must be less than or equal to the size of *memory* minus *memoryOffset*
- *memoryOffset* must be an integer multiple of the *alignment* member of the `VkMemoryRequirements` structure returned from a call to **`vkGetBufferMemoryRequirements`** with *buffer*

**Host Synchronization**

- Host access to *buffer* must be externally synchronized

**Return Codes****Success**

- `VK_SUCCESS`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

**1.5.5 See Also**

[vkQueueBindSparse](#)

---

## 1.6 vkBindImageMemory(3)

### 1.6.1 Name

vkBindImageMemory - Bind device memory to an image object

### 1.6.2 C Specification

```
VkResult vkBindImageMemory(  
    VkDevice device,  
    VkImage image,  
    VkDeviceMemory memory,  
    VkDeviceSize memoryOffset);
```

### 1.6.3 Parameters

***device***

A handle to the device that owns the object to which memory will be bound.

***image***

A handle to the object to which to bind memory.

***memory***

A handle to the device memory object.

***memoryOffset***

The offset within the device memory object at which the binding should begin.

### 1.6.4 Description

**vkBindImageMemory** binds a region of the device memory object specified by *memory* to the resource image specified by *image*. *image* must be the handle of an image resource.

*memoryOffset* specifies the offset within *memory*, in bytes, from which the binding will begin. The value of *memoryOffset* must satisfy the alignment requirements of the image specified in *image*. This value is returned in the *alignment* member of the `VkMemoryRequirements` retrieved by calling [vkGetImageMemoryRequirements](#) with *image* as specified.

**vkBindImageMemory** should be used only for non-sparse resources. Memory is bound to sparse images by calling [vkQueueBindSparse](#).

---

**Valid Usage**

- *device* must be a valid `VkDevice` handle
- *image* must be a valid `VkImage` handle
- *memory* must be a valid `VkDeviceMemory` handle
- *image* must have been created, allocated or retrieved from *device*
- *memory* must have been created, allocated or retrieved from *device*
- Each of *device*, *image* and *memory* must have been created, allocated or retrieved from the same `VkPhysicalDevice`
- *image* must not already be backed by a memory object
- *image* must not have been created with any sparse memory binding flags
- *memoryOffset* must be less than the size of *memory*
- *memory* must have been allocated using one of the memory types allowed in the *memoryTypeBits* member of the `VkMemoryRequirements` structure returned from a call to **`vkGetImageMemoryRequirements`** with *image*
- *memoryOffset* must be an integer multiple of the *alignment* member of the `VkMemoryRequirements` structure returned from a call to **`vkGetImageMemoryRequirements`** with *image*
- The *size* member of the `VkMemoryRequirements` structure returned from a call to **`vkGetImageMemoryRequirements`** with *image* must be less than or equal to the size of *memory* minus *memoryOffset*

**Host Synchronization**

- Host access to *image* must be externally synchronized

**Return Codes****Success**

- `VK_SUCCESS`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

**1.6.5 See Also**

[vkQueueBindSparse](#)

---

## 1.7 vkCmdBeginQuery(3)

### 1.7.1 Name

vkCmdBeginQuery - Begin a query.

### 1.7.2 C Specification

```
void vkCmdBeginQuery(
    VkCommandBuffer      commandBuffer,
    VkQueryPool           queryPool,
    uint32_t              query,
    VkQueryControlFlags   flags);
```

### 1.7.3 Parameters

***commandBuffer***

The command buffer upon which to execute the query.

***queryPool***

The query pool which contains the requested query.

***entry***

The index of the entry within *queryPool* at which the query resides.

***flags***

A set of flags controlling how the query should be executed (see [VkQueryControlFlags](#)).

### 1.7.4 Description

**vkCmdBeginQuery** begins the query located at the entry indicated by *entry* in the pool specified in *queryPool*. The *flags* parameter specifies how the query should be executed and must be one of the flags defined in [VkQueryControlFlags](#).

---

**Valid Usage**

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *queryPool* must be a valid `VkQueryPool` handle
- *flags* must be a valid combination of `VkQueryControlFlagBits` values
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support graphics or compute operations
- Each of *commandBuffer* and *queryPool* must have been created, allocated or retrieved from the same `VkDevice`
- The query identified by *queryPool* and *query* must currently not be **active**
- The query identified by *queryPool* and *query* must be unavailable
- If the **precise occlusion queries** feature is not enabled, or the *queryType* used to create *queryPool* was not `VK_QUERY_TYPE_OCCLUSION`, *flags* must not contain `VK_QUERY_CONTROL_PRECISE_BIT`
- *queryPool* must have been created with a *queryType* that differs from that of any other queries that have been made **active**, and are currently still active within *commandBuffer*
- *query* must be less than the number of queries in *queryPool*
- If the *queryType* used to create *queryPool* was `VK_QUERY_TYPE_OCCLUSION`, the `VkCommandPool` that *commandBuffer* was created from must support graphics operations
- If the *queryType* used to create *queryPool* was `VK_QUERY_TYPE_PIPELINE_STATISTICS` and any of the *pipelineStatistics* indicate graphics operations, the `VkCommandPool` that *commandBuffer* was created from must support graphics operations
- If the *queryType* used to create *queryPool* was `VK_QUERY_TYPE_PIPELINE_STATISTICS` and any of the *pipelineStatistics* indicate compute operations, the `VkCommandPool` that *commandBuffer* was created from must support compute operations

**Host Synchronization**

- Host access to *commandBuffer* must be externally synchronized

**Command Properties**

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary	Both	GRAPHICS
Secondary		COMPUTE

**1.7.5 Notes**

Although **vkCmdBeginQuery** does not generate errors or return a value, enabled validation layers may detect possible error conditions or potentially undefined behavior and report this via some other means.

**1.7.6 See Also**

[vkCmdEndQuery](#), [vkCreateQueryPool](#), [vkCmdResetQueryPool](#), [vkCmdCopyQueryPoolResults](#), [vkGetQueryPoolResults](#), [vkDestroyQueryPool](#)

---

## 1.8 vkCmdBeginRenderPass(3)

### 1.8.1 Name

vkCmdBeginRenderPass - Begin a new render pass.

### 1.8.2 C Specification

```
void vkCmdBeginRenderPass (
    VkCommandBuffer          commandBuffer,
    const VkRenderPassBeginInfo* pRenderPassBegin,
    VkSubpassContents        contents);
```

### 1.8.3 Parameters

#### *commandBuffer*

The command buffer in which to begin the render pass.

#### *pRenderPassBegin*

A pointer to a structure describing how to begin the render pass.

#### *contents*

A description of how the commands for the first subpass of the render pass will be issued.

### 1.8.4 Description

**vkCmdBeginRenderPass** begins the first subpass of a new render pass in the command buffer specified by *commandBuffer*. Information about how to begin the render pass is given in an instance of the [VkRenderPassBeginInfo](#) structure, a pointer to which is specified in *pRenderPassBegin*. The definition of [VkRenderPassBeginInfo](#) is:

```
typedef struct VkRenderPassBeginInfo {
    VkStructureType    sType;
    const void*        pNext;
    VkRenderPass        renderPass;
    VkFramebuffer       framebuffer;
    VkRect2D            renderArea;
    uint32_t            clearValueCount;
    const VkClearColor* pClearValues;
} VkRenderPassBeginInfo;
```

The *contents* parameter describes how the commands in the first subpass will be provided. If it is `VK_SUBPASS_CONTENTS_INLINE`, the contents of the subpass will be recorded inline in the primary command buffer, and calling a secondary command buffer within the subpass is an error. If *contents* is `VK_SUBPASS_CONTENTS_SECONDARY_COMMAND_BUFFERS`, the contents are recorded in secondary command buffers that will be called from the primary command buffer, and **vkCmdExecuteCommands** is the only valid command on the command buffer until **vkCmdNextSubpass** or **vkCmdEndRenderPass**.

**vkCmdBeginRenderPass** is only allowed in primary command buffers. A render pass must end in the same command buffer in which it was begun.

---

**Valid Usage**

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *pRenderPassBegin* must be a pointer to a valid `VkRenderPassBeginInfo` structure
- *contents* must be a valid `VkSubpassContents` value
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support graphics operations
- This command must only be called outside of a render pass instance
- *commandBuffer* must be a primary `VkCommandBuffer`
- If any of the *initialLayout* or *finalLayout* member of the `VkAttachmentDescription` structures or the *layout* member of the `VkAttachmentReference` structures specified when creating the render pass specified in the *renderPass* member of *pRenderPassBegin* is `VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL` then the corresponding attachment image subresource of the framebuffer specified in the *framebuffer* member of *pRenderPassBegin* must have been created with `VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT` set
- If any of the *initialLayout* or *finalLayout* member of the `VkAttachmentDescription` structures or the *layout* member of the `VkAttachmentReference` structures specified when creating the render pass specified in the *renderPass* member of *pRenderPassBegin* is `VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL` or `VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL` then the corresponding attachment image subresource of the framebuffer specified in the *framebuffer* member of *pRenderPassBegin* must have been created with `VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT` set
- If any of the *initialLayout* or *finalLayout* member of the `VkAttachmentDescription` structures or the *layout* member of the `VkAttachmentReference` structures specified when creating the render pass specified in the *renderPass* member of *pRenderPassBegin* is `VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL` then the corresponding attachment image subresource of the framebuffer specified in the *framebuffer* member of *pRenderPassBegin* must have been created with `VK_IMAGE_USAGE_SAMPLED_BIT` or `VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT` set
- If any of the *initialLayout* or *finalLayout* member of the `VkAttachmentDescription` structures or the *layout* member of the `VkAttachmentReference` structures specified when creating the render pass specified in the *renderPass* member of *pRenderPassBegin* is `VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL` then the corresponding attachment image subresource of the framebuffer specified in the *framebuffer* member of *pRenderPassBegin* must have been created with `VK_IMAGE_USAGE_TRANSFER_SRC_BIT` set
- If any of the *initialLayout* or *finalLayout* member of the `VkAttachmentDescription` structures or the *layout* member of the `VkAttachmentReference` structures specified when creating the render pass specified in the *renderPass* member of *pRenderPassBegin* is `VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL` then the corresponding attachment image subresource of the framebuffer specified in the *framebuffer* member of *pRenderPassBegin* must have been created with `VK_IMAGE_USAGE_TRANSFER_DST_BIT` set
- If any of the *initialLayout* members of the `VkAttachmentDescription` structures specified when creating the render pass specified in the *renderPass* member of *pRenderPassBegin* is not one of `VK_IMAGE_LAYOUT_UNDEFINED` or `VK_IMAGE_LAYOUT_PREINITIALIZED`, then each such *initialLayout* must be equal to the current layout of the corresponding attachment image subresource of the framebuffer specified in the *framebuffer* member of *pRenderPassBegin*.

**Host Synchronization**

- Host access to *commandBuffer* must be externally synchronized

---

Command Properties		
Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary	Outside	GRAPHICS

**1.8.5 Notes**

Although **vkCmdBeginRenderPass** does not generate errors or return a value, enabled validation layers may detect possible error conditions or potentially undefined behavior and report this via some other means.

**1.8.6 See Also**

[vkCmdEndRenderPass](#), [vkCreateRenderPass](#), [vkDestroyRenderPass](#), [vkCmdNextSubpass](#), [vkCmdEndRenderPass](#)

---



## 1.9 vkCmdBindDescriptorSets(3)

### 1.9.1 Name

vkCmdBindDescriptorSets - Binds descriptor sets to a command buffer.

### 1.9.2 C Specification

```
void vkCmdBindDescriptorSets(
    VkCommandBuffer          commandBuffer,
    VkPipelineBindPoint      pipelineBindPoint,
    VkPipelineLayout         layout,
    uint32_t                 firstSet,
    uint32_t                 descriptorSetCount,
    const VkDescriptorSet*   pDescriptorSets,
    uint32_t                 dynamicOffsetCount,
    const uint32_t*          pDynamicOffsets);
```

### 1.9.3 Parameters

***commandBuffer***

The command buffer into which the command is to be placed.

***pipelineBindPoint***

The pipeline bind point the descriptor sets should be bound to.

***layout***

A handle to the layout used to create the descriptor sets.

***firstSet***

The first descriptor set index of the pipeline bind point updated by the command.

***descriptorSetCount***

The number of descriptor set index of the pipeline bind point updated by the command.

***pDescriptorSets***

An array of *descriptorSetCount* number of descriptor set objects to bind.

***dynamicOffsetCount***

The number of dynamic offsets to be applied to the descriptor sets.

***pDynamicOffsets***

An array of *dynamicOffsetCount* number of offsets, each corresponding to a dynamic buffer descriptor in the specified descriptor sets.

### 1.9.4 Description

**vkCmdBindDescriptorSets** updates *descriptorSetCount* number of descriptor set bindings of the pipeline bind point specified by *pipelineBindPoint* starting from descriptor set index specified by *firstSet*. The parameter *pDescriptorSets* specifies an array of *descriptorSetCount* number of descriptor set objects to bind.

*pDynamicOffsets* provides *dynamicOffsetCount* number of offsets used for the dynamic buffer descriptors in the specified descriptor sets. Each offset corresponds to one dynamic buffer descriptor entry in the set index range. The order the offsets should be specified so that offsets corresponding to lower indexed sets appear before offsets corresponding to higher indexed sets, while offsets of the same set index should be specified so that offsets corresponding to lower indexed bindings appear before offsets corresponding to higher indexed bindings.

### Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *pipelineBindPoint* must be a valid `VkPipelineBindPoint` value
- *layout* must be a valid `VkPipelineLayout` handle
- *pDescriptorSets* must be a pointer to an array of *descriptorSetCount* valid `VkDescriptorSet` handles
- If *dynamicOffsetCount* is not 0, *pDynamicOffsets* must be a pointer to an array of *dynamicOffsetCount* `uint32_t` values
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support graphics or compute operations
- *descriptorSetCount* must be greater than 0
- Each of *commandBuffer*, *layout* and the elements of *pDescriptorSets* must have been created, allocated or retrieved from the same `VkDevice`
- Any given element of *pDescriptorSets* must have been created with a `VkDescriptorSetLayout` that matches (is the same as, or defined identically to) the `VkDescriptorSetLayout` at set *n* in *layout*, where *n* is the sum of *firstSet* and the index into *pDescriptorSets*
- *dynamicOffsetCount* must be equal to the total number of dynamic descriptors in *pDescriptorSets*
- *pipelineBindPoint* must be supported by the *commandBuffer*'s parent `VkCommandPool`'s queue family
- Any given element of *pDynamicOffsets* must satisfy the required alignment for the corresponding descriptor binding's descriptor type

### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized

### Command Properties

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary	Both	GRAPHICS
Secondary		COMPUTE

#### 1.9.5 See Also

[vkAllocateDescriptorSets](#), [vkFreeDescriptorSets](#), [vkCreateDescriptorPool](#), [vkCreateDescriptorSetLayout](#)

## 1.10 vkCmdBindIndexBuffer(3)

### 1.10.1 Name

vkCmdBindIndexBuffer - Bind an index buffer to a command buffer.

### 1.10.2 C Specification

```
void vkCmdBindIndexBuffer(
    VkCommandBuffer      commandBuffer,
    VkBuffer              buffer,
    VkDeviceSize          offset,
    VkIndexType           indexType);
```

### 1.10.3 Parameters

***commandBuffer***

Specifies the command buffer to which to bind the index buffer.

***buffer***

The buffer object to bind.

***offset***

The offset from the start of the buffer object where index data begins.

***indexType***

The type of the index data stored in the buffer.

### 1.10.4 Description

**vkCmdBindIndexBuffer** binds the buffer object specified by *buffer*, starting at the byte offset specified in *offset* as an index buffer on the graphics pipeline bind point on *commandBuffer*. *indexType* specifies the type of the index data and must be one of VK\_INDEX\_TYPE\_UINT16 or VK\_INDEX\_TYPE\_UINT32, to indicate 16- or 32-bit unsigned data, respectively.

If *indexType* is VK\_INDEX\_TYPE\_UINT16, then *offset* must be a multiple of two. If *indexType* is VK\_INDEX\_TYPE\_UINT32, then *offset* must be a multiple of four.

#### Valid Usage

- *commandBuffer* must be a valid VkCommandBuffer handle
- *buffer* must be a valid VkBuffer handle
- *indexType* must be a valid VkIndexType value
- *commandBuffer* must be in the recording state
- The VkCommandPool that *commandBuffer* was allocated from must support graphics operations
- Each of *commandBuffer* and *buffer* must have been created, allocated or retrieved from the same VkDevice
- *offset* must be less than the size of *buffer*
- The sum of *offset*, and the address of the range of VkDeviceMemory object that's backing *buffer*, must be a multiple of the type indicated by *indexType*
- *buffer* must have been created with the VK\_BUFFER\_USAGE\_INDEX\_BUFFER\_BIT flag

---

### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized

### Command Properties

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary Secondary	Both	GRAPHICS

#### 1.10.5 Notes

Although **vkCmdBindIndexBuffer** does not generate errors or return a value, enabled validation layers may detect possible error conditions or potentially undefined behavior and report this via some other means.

#### 1.10.6 See Also

[vkCmdDrawIndexed](#)

---

## 1.11 vkCmdBindPipeline(3)

### 1.11.1 Name

vkCmdBindPipeline - Bind a pipeline object to a command buffer.

### 1.11.2 C Specification

```
void vkCmdBindPipeline(  
    VkCommandBuffer          commandBuffer,  
    VkPipelineBindPoint      pipelineBindPoint,  
    VkPipeline               pipeline);
```

### 1.11.3 Parameters

***commandBuffer***

The command buffer to which to bind the pipeline.

***pipelineBindPoint***

The pipeline bind point on the command buffer to which to bind the pipeline.

***pipeline***

The pipeline object to bind to *commandBuffer*.

### 1.11.4 Description

**vkCmdBindPipeline** binds the pipeline object specified in *pipeline* to the command buffer specified in *commandBuffer* at the bind point specified by *pipelineBindPoint*. The value of *pipelineBindPoint* must be supported by the command buffer, and be valid for the specified pipeline object. *pipelineBindPoint* may be one of VK\_PIPELINE\_BIND\_POINT\_COMPUTE or VK\_PIPELINE\_BIND\_POINT\_GRAPHICS, assuming the command buffer supports the corresponding bind point. All work subsequently issued in *commandBuffer* will use the pipeline bound to the corresponding pipeline bind point.

#### Valid Usage

- *commandBuffer* must be a valid VkCommandBuffer handle
- *pipelineBindPoint* must be a valid VkPipelineBindPoint value
- *pipeline* must be a valid VkPipeline handle
- *commandBuffer* must be in the recording state
- The VkCommandPool that *commandBuffer* was allocated from must support graphics or compute operations
- Each of *commandBuffer* and *pipeline* must have been created, allocated or retrieved from the same VkDevice
- If *pipelineBindPoint* is VK\_PIPELINE\_BIND\_POINT\_COMPUTE, the VkCommandPool that *commandBuffer* was allocated from must support compute operations
- If *pipelineBindPoint* is VK\_PIPELINE\_BIND\_POINT\_GRAPHICS, the VkCommandPool that *commandBuffer* was allocated from must support graphics operations
- If *pipelineBindPoint* is VK\_PIPELINE\_BIND\_POINT\_COMPUTE, *pipeline* must be a compute pipeline
- If *pipelineBindPoint* is VK\_PIPELINE\_BIND\_POINT\_GRAPHICS, *pipeline* must be a graphics pipeline
- If the [variable multisample rate](#) feature is not supported, *pipeline* is a graphics pipeline, the current subpass has no attachments, and this is not the first call to this function with a graphics pipeline after transitioning to the current subpass, then the sample count specified by this pipeline must match that set in the previous pipeline

---

### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized

### Command Properties

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary	Both	GRAPHICS
Secondary		COMPUTE

#### 1.11.5 Notes

Although **vkCmdBindPipeline** does not generate errors or return a value, enabled validation layers may detect possible error conditions or potentially undefined behavior and report this via some other means.

#### 1.11.6 See Also

[vkCreateGraphicsPipelines](#), [vkCreateComputePipelines](#)

---

## 1.12 vkCmdBindVertexBuffers(3)

### 1.12.1 Name

vkCmdBindVertexBuffers - Bind vertex buffers to a command buffer

### 1.12.2 C Specification

```
void vkCmdBindVertexBuffers(
    VkCommandBuffer          commandBuffer,
    uint32_t                 firstBinding,
    uint32_t                 bindingCount,
    const VkBuffer*          pBuffers,
    const VkDeviceSize*      pOffsets);
```

### 1.12.3 Parameters

***commandBuffer***

The first parameter.

***startBinding***

The index of the first vertex buffer binding to which to bind a vertex buffer.

***bindingCount***

The number of consecutive vertex buffer bindings to update.

***pBuffers***

A pointer to an array of `VkBuffer` handles representing the buffers to be bound.

***pOffsets***

A pointer to an array of `VkDeviceSize` values containing the offsets, in bytes, of each binding within its respective buffer.

### 1.12.4 Description

**vkCmdBindVertexBuffers** binds one or more vertex buffers to the command buffer specified by *commandBuffer*. The first binding to update is specified in *startBinding* and the number of bindings to update is specified in *bindingCount*.

*pBuffers* points to an array of *bindingCount* buffer object handles representing the buffers to bind. The same buffer may be referenced multiple times. *pOffsets* points to an array of *bindingCount* values containing the offsets, in bytes of the start of each binding within the current buffer.

Vertex data consumed by drawing commands such as `vkCmdDraw` or `vkCmdDrawIndexed` subsequently issued in *commandBuffer* is drawn from the buffers bound to that command buffer.

---

### Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *pBuffers* must be a pointer to an array of *bindingCount* valid `VkBuffer` handles
- *pOffsets* must be a pointer to an array of *bindingCount* `VkDeviceSize` values
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support graphics operations
- *bindingCount* must be greater than 0
- Each of *commandBuffer* and the elements of *pBuffers* must have been created, allocated or retrieved from the same `VkDevice`
- *firstBinding* must be less than `VkPhysicalDeviceLimits::maxVertexInputBindings`
- The sum of *firstBinding* and *bindingCount* must be less than or equal to `VkPhysicalDeviceLimits::maxVertexInputBindings`
- All elements of *pOffsets* must be less than the size of the corresponding element in *pBuffers*
- All elements of *pBuffers* must have been created with the `VK_BUFFER_USAGE_VERTEX_BUFFER_BIT` flag

### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized

### Command Properties

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary Secondary	Both	GRAPHICS

#### 1.12.5 See Also

[vkCmdBindIndexBuffer](#), [vkCmdDraw](#), [vkCmdDrawIndexed](#), [vkCmdDrawIndirect](#), [vkCmdDrawIndexedIndirect](#)

---



## 1.13 vkCmdBlitImage(3)

### 1.13.1 Name

vkCmdBlitImage - copies regions of an image, potentially performing format conversion, arbitrary scaling, and filtering (but does not allow MSAA resolve).

### 1.13.2 C Specification

```
void vkCmdBlitImage (
    VkCommandBuffer          commandBuffer,
    VkImage                  srcImage,
    VkImageLayout            srcImageLayout,
    VkImage                  dstImage,
    VkImageLayout            dstImageLayout,
    uint32_t                 regionCount,
    const VkImageBlit*       pRegions,
    VkFilter                  filter);
```

### 1.13.3 Parameters

#### **commandBuffer**

The command buffer into which the command is to be placed.

#### **srcImage**

The image that is the source of the blit operation.

#### **srcImageLayout**

The layout of the source image at the time of the blit.

#### **dstImage**

The image into which image data is to be copied.

#### **dstImageLayout**

The layout of the destination image at the time of the blit.

#### **regionCount**

The number of regions to blit.

#### **pRegions**

An array of image regions to blit.

#### **filter**

Filtering operation to perform on the image while performing the blit.

### 1.13.4 Description

**vkCmdBlitImage** copies regions of a source image into a destination image, potentially performing format conversion, arbitrary scaling, and filtering (but does not allow MSAA resolve). The source and destination images are specified in *srcImage* and *dstImage*, respectively. The layout of the source and destination images must be provided in *srcImageLayout* and *dstImageLayout*, respectively. The *srcImageLayout* must be either `VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL` or `VK_IMAGE_LAYOUT_GENERAL`. The *dstImageLayout* must be either `VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL` or `VK_IMAGE_LAYOUT_GENERAL`.

The *srcImage* must support the `VkFormatFeatureFlags` bit `VK_FORMAT_FEATURE_BLIT_SRC_BIT` and the *dstImage* must support the `VkFormatFeatureFlags` bit `VK_FORMAT_FEATURE_BLIT_DST_BIT`. *srcImage* and *dstImage* may reference the same image but results are undefined if source and destination regions overlap. *srcImage* or *dstImage* may not refer to multi-sampled images. Use **vkCmdResolveImage** to resolve multi-sampled images.

*pRegions* is a pointer to an array of *regionCount* `VkImageBlit` structures, the definition of each is:

---

```
typedef struct VkImageBlit {
    VkImageSubresourceLayers    srcSubresource;
    VkOffset3D                  srcOffsets[2];
    VkImageSubresourceLayers    dstSubresource;
    VkOffset3D                  dstOffsets[2];
} VkImageBlit;
```

The *srcSubresource* and *dstSubresource* members of [VkImageBlit](#) specify the source and destination sub-resources, respectively. Each is an instance of the [VkImageSubresourceLayers](#) structure, the definition of which is:

```
typedef struct VkImageSubresourceLayers {
    VkImageAspectFlags    aspectMask;
    uint32_t              mipLevel;
    uint32_t              baseArrayLayer;
    uint32_t              layerCount;
} VkImageSubresourceLayers;
```

The *srcOffset[0]* and *srcOffset[1]* members of [VkImageBlit](#) define the region of the source image to copy from, and the *dstOffset[0]* and *dstOffset[1]* members define the region of the destination image to copy to. The offset members are instances of the [VkOffset3D](#) structure. The definition of [VkOffset3D](#) is:

```
typedef struct VkOffset3D {
    int32_t    x;
    int32_t    y;
    int32_t    z;
} VkOffset3D;
```

The size of the two regions need not match. If they are different, then the *filter* parameter determines the filtering mode used to expand or shrink the source region to fit the destination region. This is a member of the [VkFilter](#) enumeration, the definition of which is:

```
typedef enum VkFilter {
    VK_FILTER_NEAREST = 0,
    VK_FILTER_LINEAR = 1,
} VkFilter;
```

If the format of *srcImage* is an integer-based format then *filter* must be [VK\\_FILTER\\_NEAREST](#).

Pixels are copied from the regions bound by *srcOffset[0]*, *srcOffset[1]* to the region bound by *dstOffset[0]*, *dstOffset[1]*, scaling the result if the regions are different sizes.

**vkCmdBlitImage** does not perform any implicit barriers. Therefore, if any region in the array of *pRegions* references updates from a prior region, then results are undefined.

This command may not be used within a renderpass.

---

**Valid Usage**

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *srcImage* must be a valid `VkImage` handle
- *srcImageLayout* must be a valid `VkImageLayout` value
- *dstImage* must be a valid `VkImage` handle
- *dstImageLayout* must be a valid `VkImageLayout` value
- *pRegions* must be a pointer to an array of *regionCount* valid `VkImageBlit` structures
- *filter* must be a valid `VkFilter` value
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support graphics operations
- This command must only be called outside of a render pass instance
- *regionCount* must be greater than 0
- Each of *commandBuffer*, *srcImage* and *dstImage* must have been created, allocated or retrieved from the same `VkDevice`
- The source region specified by a given element of *pRegions* must be a region that is contained within *srcImage*
- The destination region specified by a given element of *pRegions* must be a region that is contained within *dstImage*
- The union of all source regions, and the union of all destination regions, specified by the elements of *pRegions*, must not overlap in memory
- *srcImage* must use a format that supports `VK_FORMAT_FEATURE_BLIT_SRC_BIT`, which is indicated by `VkFormatProperties::linearTilingFeatures` (for linear tiled images) or `VkFormatProperties::optimalTilingFeatures` (for optimally tiled images) - as returned by **`vkGetPhysicalDeviceFormatProperties`**
- *srcImage* must have been created with `VK_IMAGE_USAGE_TRANSFER_SRC_BIT` usage flag
- *srcImageLayout* must specify the layout of the image subresources of *srcImage* specified in *pRegions* at the time this command is executed on a `VkDevice`
- *srcImageLayout* must be either of `VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL` or `VK_IMAGE_LAYOUT_GENERAL`
- *dstImage* must use a format that supports `VK_FORMAT_FEATURE_BLIT_DST_BIT`, which is indicated by `VkFormatProperties::linearTilingFeatures` (for linear tiled images) or `VkFormatProperties::optimalTilingFeatures` (for optimally tiled images) - as returned by **`vkGetPhysicalDeviceFormatProperties`**
- *dstImage* must have been created with `VK_IMAGE_USAGE_TRANSFER_DST_BIT` usage flag
- *dstImageLayout* must specify the layout of the image subresources of *dstImage* specified in *pRegions* at the time this command is executed on a `VkDevice`
- *dstImageLayout* must be either of `VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL` or `VK_IMAGE_LAYOUT_GENERAL`
- The sample count of *srcImage* and *dstImage* must both be equal to `VK_SAMPLE_COUNT_1_BIT`
- If either of *srcImage* or *dstImage* was created with a signed integer `VkFormat`, the other must also have been created with a signed integer `VkFormat`
- If either of *srcImage* or *dstImage* was created with an unsigned integer `VkFormat`, the other must also have been created with an unsigned integer `VkFormat`
- If either of *srcImage* or *dstImage* was created with a depth/stencil format, the other must have exactly the same format
- If *srcImage* was created with a depth/stencil format, *filter* must be `VK_FILTER_NEAREST`
- If *filter* is `VK_FILTER_LINEAR`, *srcImage* must be of a format which supports linear filtering, as specified by the `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT` flag in `VkFormatProperties::linearTilingFeatures` (for a linear image) or `VkFormatProperties::optimalTilingFeatures` (for an optimally tiled image)

---

### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized

### Command Properties

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary Secondary	Outside	GRAPHICS

#### 1.13.5 Notes

Although **vkCmdBlitImage** does not generate errors or return a value, enabled validation layers may detect possible error conditions or potentially undefined behavior and report this via some other means.

#### 1.13.6 See Also

[vkCmdResolveImage](#), [vkCmdCopyImage](#)

---

## 1.14 vkCmdClearAttachments(3)

### 1.14.1 Name

vkCmdClearAttachments - Clear regions within currently bound framebuffer attachments.

### 1.14.2 C Specification

```
void vkCmdClearAttachments(
    VkCommandBuffer          commandBuffer,
    uint32_t                 attachmentCount,
    const VkClearAttachment* pAttachments,
    uint32_t                 rectCount,
    const VkClearRect*       pRects);
```

### 1.14.3 Parameters

***commandBuffer***

The command buffer into which to insert the command.

***attachmentCount***

The number of attachments to clear.

***pAttachments***

A pointer to an array of structures describing the attachments to clear and the values to clear them to.

***rectCount***

The number of regions within the attachments to clear.

***pRects***

A pointer to an array of rectangles defining the regions to clear.

### 1.14.4 Description

**vkCmdClearAttachments** clears regions within the attachments associated with the current renderpass. *commandBuffer* is a handle to the command buffer into which to insert the command. A renderpass must be active on *commandBuffer*. *attachmentCount* specifies the number of attachments to clear and *pAttachments* is a pointer to an array of *attachmentCount* [VkClearAttachment](#) structures, each containing the aspect(s), attachment index and the clear value for each attachment. The definition of [VkClearAttachment](#) is:

```
typedef struct VkClearAttachment {
    VkImageAspectFlags    aspectMask;
    uint32_t              colorAttachment;
    VkClearColorValue     clearColor;
} VkClearAttachment;
```

*aspectMask* is a bitfield specifying the aspect or aspects to clear on the referenced attachment. It is constructed from a bitwise combination of the members of the [VkImageAspectFlagBits](#) enumeration, the definition of which is:

```
typedef enum VkImageAspectFlagBits {
    VK_IMAGE_ASPECT_COLOR_BIT = 0x00000001,
    VK_IMAGE_ASPECT_DEPTH_BIT = 0x00000002,
    VK_IMAGE_ASPECT_STENCIL_BIT = 0x00000004,
    VK_IMAGE_ASPECT_METADATA_BIT = 0x00000008,
} VkImageAspectFlagBits;
```

---

The *colorAttachment* member of [VkClearAttachment](#) specifies the index of the color attachment within the current framebuffer. The *clearValue* member contains the value to which to clear the attachment. It is an instance of the [VkClearColorValue](#) union, the definition of which is:

```
typedef union VkClearColorValue {
    VkClearColorValue    color;
    VkClearDepthStencilValue    depthStencil;
} VkClearColorValue;
```

If the attachment and aspect referenced by *aspectMask* and *colorAttachment* is a color attachment, the values contained in the *color* field of [VkClearColorValue](#) is used to clear the attachment regions. If the attachment and aspect referenced by *aspectMask* and *colorAttachment* is a depth, stencil or depth-stencil attachment, then the *depthStencil* field of [VkClearColorValue](#) is used to clear the attachment.

The *rectCount* parameter to **vkCmdClearColorAttachments** specifies the number of regions of the attachments to clear. *pRects* is a pointer to an array of *rectCount* [VkClearRect](#) structures defining those regions. The definition of [VkClearRect](#) is:

```
typedef struct VkClearRect {
    VkRect2D    rect;
    uint32_t    baseArrayLayer;
    uint32_t    layerCount;
} VkClearRect;
```

The *rect* member of [VkClearRect](#) specifies the rectangle, measured in pixels, of the rectangle to clear. *baseArrayLayer* and *layerCount* specify the first layer and number of layers to clear and should be used to clear multiple layers in layered attachments.

#### Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *pAttachments* must be a pointer to an array of *attachmentCount* valid `VkClearAttachment` structures
- *pRects* must be a pointer to an array of *rectCount* `VkClearRect` structures
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support graphics operations
- This command must only be called inside of a render pass instance
- *attachmentCount* must be greater than 0
- *rectCount* must be greater than 0
- If the *aspectMask* member of any given element of *pAttachments* contains `VK_IMAGE_ASPECT_COLOR_BIT`, the *colorAttachment* member of those elements must refer to a valid color attachment in the current subpass
- The rectangular region specified by a given element of *pRects* must be contained within the render area of the current render pass instance
- The layers specified by a given element of *pRects* must be contained within every attachment that *pAttachments* refers to

#### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized
-

Command Properties		
Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary	Inside	GRAPHICS
Secondary		

1.14.5 See Also

[VkClearAttachment](#), [vkCmdBeginRenderPass](#)

---

## 1.15 vkCmdClearColorImage(3)

### 1.15.1 Name

vkCmdClearColorImage - Clear regions of a color image.

### 1.15.2 C Specification

```
void vkCmdClearColorImage(
    VkCommandBuffer          commandBuffer,
    VkImage                  image,
    VkImageLayout             imageLayout,
    const VkClearColorValue*  pColor,
    uint32_t                  rangeCount,
    const VkImageSubresourceRange* pRanges);
```

### 1.15.3 Parameters

***commandBuffer***

The command buffer into which the clear command is to be placed.

***image***

The image that contains the regions to be cleared.

***imageLayout***

The layout of the image at the time of the clear operation.

***pColor***

A pointer to a structure containing the color with which to clear the image.

***rangeCount***

The number of ranges to clear.

***pRanges***

A pointer to an array of structures defining the regions to be cleared.

### 1.15.4 Description

**vkCmdClearColorImage** clears *rangeCount* regions of an image. The color with which to clear the image is specified an instance of the [VkClearColorValue](#) union pointed to by *pColor*. The definition of [VkClearColorValue](#) is:

```
typedef union VkClearColorValue {
    float      float32[4];
    int32_t     int32[4];
    uint32_t    uint32[4];
} VkClearColorValue;
```

The *float32*, *int32* and *uint32* members of *pColor* are arrays of four 32-bit floating point, signed integer or unsigned integer values, respectively. Which is used is determined from the format of the image specified in *image*.

The first element of the selected array is written to the first component of the target image, the second element to the second component, the third to the third and the fourth to the fourth, if those components exist. *pRanges* describes the regions to be cleared and points to an array of *rangeCount* [VkImageSubresourceRange](#) structures, the definition of which is:

---



```
typedef struct VkImageSubresourceRange {
    VkImageAspectFlags    aspectMask;
    uint32_t              baseMipLevel;
    uint32_t              levelCount;
    uint32_t              baseArrayLayer;
    uint32_t              layerCount;
} VkImageSubresourceRange;
```

### Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *image* must be a valid `VkImage` handle
- *imageLayout* must be a valid `VkImageLayout` value
- *pColor* must be a pointer to a valid `VkClearColorValue` union
- *pRanges* must be a pointer to an array of *rangeCount* valid `VkImageSubresourceRange` structures
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support graphics or compute operations
- This command must only be called outside of a render pass instance
- *rangeCount* must be greater than 0
- Each of *commandBuffer* and *image* must have been created, allocated or retrieved from the same `VkDevice`
- *image* must have been created with `VK_IMAGE_USAGE_TRANSFER_DST_BIT` usage flag
- *imageLayout* must specify the layout of the image subresource ranges of *image* specified in *pRanges* at the time this command is executed on a `VkDevice`
- *imageLayout* must be either of `VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL` or `VK_IMAGE_LAYOUT_GENERAL`
- The image range of any given element of *pRanges* must be an image subresource range that is contained within *image*
- *image* must not have a compressed or depth/stencil format

### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized

### Command Properties

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary	Outside	GRAPHICS
Secondary		COMPUTE

### 1.15.5 Notes

Although `vkCmdClearColorImage` does not generate errors or return a value, enabled validation layers may detect possible error conditions or potentially undefined behavior and report this via some other means.

---

### 1.15.6 See Also

[vkCmdClearDepthStencilImage](#)

---

## 1.16 vkCmdClearDepthStencilImage(3)

### 1.16.1 Name

vkCmdClearDepthStencilImage - Fill regions of a combined depth-stencil image.

### 1.16.2 C Specification

```
void vkCmdClearDepthStencilImage(
    VkCommandBuffer          commandBuffer,
    VkImage                  image,
    VkImageLayout            imageLayout,
    const VkClearDepthStencilValue* pDepthStencil,
    uint32_t                 rangeCount,
    const VkImageSubresourceRange* pRanges);
```

### 1.16.3 Parameters

***commandBuffer***

The command buffer into which the command is to be placed.

***image***

The image containing the regions to be cleared.

***imageLayout***

The layout of the image to be cleared.

***pDepthStencil***

A pointer to a structure containing the values to clear the image with.

***rangeCount***

The number of image regions to clear.

***pRanges***

A pointer to an array of *rangeCount* regions to clear.

### 1.16.4 Description

**vkCmdClearDepthStencilImage** clears *rangeCount* regions of a combined depth-stencil image to the values specified in the structure whose address is given in *pDepthStencil*. This is a pointer to an instance of the [VkClearDepthStencilValue](#) structure, the definition of which is:

```
typedef struct VkClearDepthStencilValue {
    float      depth;
    uint32_t   stencil;
} VkClearDepthStencilValue;
```

The *depth* and *stencil* members contain the value to clear the depth and stencil aspects of the image to, respectively. *imageLayout* specifies the layout of the image being cleared. *pRanges* points to an array *rangeCount* regions of the image are cleared, each of which is described by an instance of the [VkImageSubresourceRange](#) structure, the definition of which is:

```
typedef struct VkImageSubresourceRange {
    VkImageAspectFlags aspectMask;
    uint32_t           baseMipLevel;
    uint32_t           levelCount;
    uint32_t           baseArrayLayer;
    uint32_t           layerCount;
} VkImageSubresourceRange;
```

### Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *image* must be a valid `VkImage` handle
- *imageLayout* must be a valid `VkImageLayout` value
- *pDepthStencil* must be a pointer to a valid `VkClearDepthStencilValue` structure
- *pRanges* must be a pointer to an array of *rangeCount* valid `VkImageSubresourceRange` structures
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support graphics operations
- This command must only be called outside of a render pass instance
- *rangeCount* must be greater than 0
- Each of *commandBuffer* and *image* must have been created, allocated or retrieved from the same `VkDevice`
- *image* must have been created with `VK_IMAGE_USAGE_TRANSFER_DST_BIT` usage flag
- *imageLayout* must specify the layout of the image subresource ranges of *image* specified in *pRanges* at the time this command is executed on a `VkDevice`
- *imageLayout* must be either of `VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL` or `VK_IMAGE_LAYOUT_GENERAL`
- The image range of any given element of *pRanges* must be an image subresource range that is contained within *image*
- *image* must have a depth/stencil format

### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized

### Command Properties

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary Secondary	Outside	GRAPHICS

#### 1.16.5 Notes

Although **`vkCmdClearDepthStencilImage`** does not generate errors or return a value, enabled validation layers may detect possible error conditions or potentially undefined behavior and report this via some other means.

#### 1.16.6 See Also

[vkCmdClearColorImage](#)

## 1.17 vkCmdCopyBuffer(3)

### 1.17.1 Name

vkCmdCopyBuffer - Copy data between buffer regions.

### 1.17.2 C Specification

```
void vkCmdCopyBuffer (
    VkCommandBuffer          commandBuffer,
    VkBuffer                 srcBuffer,
    VkBuffer                 dstBuffer,
    uint32_t                 regionCount,
    const VkBufferCopy*      pRegions);
```

### 1.17.3 Parameters

***commandBuffer***

The command buffer into which the copy command is to be placed.

***srcBuffer***

The buffer containing the data to be copied.

***dstBuffer***

The buffer into which data will be copied.

***regionCount***

The number of regions of data to copy.

***pRegions***

An array of *regionCount* regions of data to be copied.

### 1.17.4 Description

**vkCmdCopyBuffer** copies regions of data from a source buffer to a destination buffer. *regionCount* regions are copied from *srcBuffer* to *dstBuffer*. Each region is represented by a member of the *pRegions* array, which is an array of the [VkBufferCopy](#) structure, whose definition is:

```
typedef struct VkBufferCopy {
    VkDeviceSize    srcOffset;
    VkDeviceSize    dstOffset;
    VkDeviceSize    size;
} VkBufferCopy;
```

If any two or more regions within *pRegions* overlap, the resulting data will be undefined. It is recommended, but not required, that the regions given in *pRegions* start on multiples of four bytes and have a length which is a multiple of four bytes.

### Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *srcBuffer* must be a valid `VkBuffer` handle
- *dstBuffer* must be a valid `VkBuffer` handle
- *pRegions* must be a pointer to an array of *regionCount* `VkBufferCopy` structures
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support transfer, graphics or compute operations
- This command must only be called outside of a render pass instance
- *regionCount* must be greater than 0
- Each of *commandBuffer*, *srcBuffer* and *dstBuffer* must have been created, allocated or retrieved from the same `VkDevice`
- The *size* member of a given element of *pRegions* must be greater than 0
- The *srcOffset* member of a given element of *pRegions* must be less than the size of *srcBuffer*
- The *dstOffset* member of a given element of *pRegions* must be less than the size of *dstBuffer*
- The *size* member of a given element of *pRegions* must be less than or equal to the size of *srcBuffer* minus *srcOffset*
- The *size* member of a given element of *pRegions* must be less than or equal to the size of *dstBuffer* minus *dstOffset*
- The union of the source regions, and the union of the destination regions, specified by the elements of *pRegions*, must not overlap in memory
- *srcBuffer* must have been created with `VK_BUFFER_USAGE_TRANSFER_SRC_BIT` usage flag
- *dstBuffer* must have been created with `VK_BUFFER_USAGE_TRANSFER_DST_BIT` usage flag

### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized

### Command Properties

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary Secondary	Outside	TRANSFER GRAPHICS COMPUTE

#### 1.17.5 Notes

Although **vkCmdCopyBuffer** does not generate errors or return a value, enabled validation layers may detect possible error conditions or potentially undefined behavior and report this via some other means.

#### 1.17.6 See Also

[vkCmdCopyImage](#), [vkCmdCopyBufferToImage](#), [vkCmdCopyImageToBuffer](#)

## 1.18 vkCmdCopyBufferToImage(3)

### 1.18.1 Name

vkCmdCopyBufferToImage - Copy data from a buffer into an image.

### 1.18.2 C Specification

```
void vkCmdCopyBufferToImage (
    VkCommandBuffer          commandBuffer,
    VkBuffer                 srcBuffer,
    VkImage                  dstImage,
    VkImageLayout            dstImageLayout,
    uint32_t                 regionCount,
    const VkBufferImageCopy* pRegions);
```

### 1.18.3 Parameters

***commandBuffer***

The command buffer into which the copy command is to be placed.

***srcBuffer***

The buffer from which data is to be sourced.

***dstImage***

The image that is to be the destination for the copy.

***dstImageLayout***

The image layout of the destination image at the time of the copy operation.

***regionCount***

The number of image regions to update.

***pRegions***

An array of *regionCount* regions to update.

### 1.18.4 Description

**vkCmdCopyBufferToImage** copies *regionCount* regions of data from *srcBuffer* into *dstImage*. *pRegions* points to an array of [VkBufferImageCopy](#) structures which describe the regions to be copied. The definition of [VkBufferImageCopy](#) is:

```
typedef struct VkBufferImageCopy {
    VkDeviceSize      bufferOffset;
    uint32_t          bufferRowLength;
    uint32_t          bufferImageHeight;
    VkImageSubresourceLayers imageSubresource;
    VkOffset3D         imageOffset;
    VkExtent3D         imageExtent;
} VkBufferImageCopy;
```

### Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *srcBuffer* must be a valid `VkBuffer` handle
- *dstImage* must be a valid `VkImage` handle
- *dstImageLayout* must be a valid `VkImageLayout` value
- *pRegions* must be a pointer to an array of *regionCount* valid `VkBufferImageCopy` structures
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support transfer, graphics or compute operations
- This command must only be called outside of a render pass instance
- *regionCount* must be greater than 0
- Each of *commandBuffer*, *srcBuffer* and *dstImage* must have been created, allocated or retrieved from the same `VkDevice`
- The buffer region specified by a given element of *pRegions* must be a region that is contained within *srcBuffer*
- The image region specified by a given element of *pRegions* must be a region that is contained within *dstImage*
- The union of all source regions, and the union of all destination regions, specified by the elements of *pRegions*, must not overlap in memory
- *srcBuffer* must have been created with `VK_BUFFER_USAGE_TRANSFER_SRC_BIT` usage flag
- *dstImage* must have been created with `VK_IMAGE_USAGE_TRANSFER_DST_BIT` usage flag
- *dstImage* must have a sample count equal to `VK_SAMPLE_COUNT_1_BIT`
- *dstImageLayout* must specify the layout of the image subresources of *dstImage* specified in *pRegions* at the time this command is executed on a `VkDevice`
- *dstImageLayout* must be either of `VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL` or `VK_IMAGE_LAYOUT_GENERAL`

### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized

### Command Properties

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary Secondary	Outside	TRANSFER GRAPHICS COMPUTE

#### 1.18.5 Notes

Although **`vkCmdCopyBufferToImage`** does not generate errors or return a value, enabled validation layers may detect possible error conditions or potentially undefined behavior and report this via some other means.



### 1.18.6 See Also

[vkCmdCopyBuffer](#), [vkCmdCopyImageToBuffer](#)

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## 1.19 vkCmdCopyImage(3)

### 1.19.1 Name

vkCmdCopyImage - Copy data between images.

### 1.19.2 C Specification

```
void vkCmdCopyImage (
    VkCommandBuffer          commandBuffer,
    VkImage                  srcImage,
    VkImageLayout            srcImageLayout,
    VkImage                  dstImage,
    VkImageLayout            dstImageLayout,
    uint32_t                 regionCount,
    const VkImageCopy*       pRegions);
```

### 1.19.3 Parameters

***commandBuffer***

The command buffer into which the copy command is to be placed.

***srcImage***

The image that is the source for the data.

***srcImageLayout***

The layout of the source image at the time of the copy operation.

***dstImage***

The image that is to be the destination for the copy.

***dstImageLayout***

The layout of the destination image at the time of the copy operation.

***regionCount***

The number of regions to copy.

***pRegions***

An array of *regionCount* regions to copy.

### 1.19.4 Description

**vkCmdCopyImage** copies *regionCount* regions of image data between *srcImage* and *dstImage*. Each region is described by an element of the array pointed to by *pRegions*, which is an array of [VkImageCopy](#), the definition of which is:

```
typedef struct VkImageCopy {
    VkImageSubresourceLayers  srcSubresource;
    VkOffset3D                srcOffset;
    VkImageSubresourceLayers  dstSubresource;
    VkOffset3D                dstOffset;
    VkExtent3D                extent;
} VkImageCopy;
```

---

**Valid Usage**

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *srcImage* must be a valid `VkImage` handle
- *srcImageLayout* must be a valid `VkImageLayout` value
- *dstImage* must be a valid `VkImage` handle
- *dstImageLayout* must be a valid `VkImageLayout` value
- *pRegions* must be a pointer to an array of *regionCount* valid `VkImageCopy` structures
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support transfer, graphics or compute operations
- This command must only be called outside of a render pass instance
- *regionCount* must be greater than 0
- Each of *commandBuffer*, *srcImage* and *dstImage* must have been created, allocated or retrieved from the same `VkDevice`
- The source region specified by a given element of *pRegions* must be a region that is contained within *srcImage*
- The destination region specified by a given element of *pRegions* must be a region that is contained within *dstImage*
- The union of all source regions, and the union of all destination regions, specified by the elements of *pRegions*, must not overlap in memory
- *srcImage* must have been created with `VK_IMAGE_USAGE_TRANSFER_SRC_BIT` usage flag
- *srcImageLayout* must specify the layout of the image subresources of *srcImage* specified in *pRegions* at the time this command is executed on a `VkDevice`
- *srcImageLayout* must be either of `VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL` or `VK_IMAGE_LAYOUT_GENERAL`
- *dstImage* must have been created with `VK_IMAGE_USAGE_TRANSFER_DST_BIT` usage flag
- *dstImageLayout* must specify the layout of the image subresources of *dstImage* specified in *pRegions* at the time this command is executed on a `VkDevice`
- *dstImageLayout* must be either of `VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL` or `VK_IMAGE_LAYOUT_GENERAL`
- The `VkFormat` of each of *srcImage* and *dstImage* must be compatible, as defined [below](#)
- The sample count of *srcImage* and *dstImage* must match

**Host Synchronization**

- Host access to *commandBuffer* must be externally synchronized

---

Command Properties		
Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary Secondary	Outside	TRANSFER GRAPHICS COMPUTE

**1.19.5 Notes**

Although **vkCmdCopyBufferToImage** does not generate errors or return a value, enabled validation layers may detect possible error conditions or potentially undefined behavior and report this via some other means.

**1.19.6 See Also**

[vkCmdCopyBuffer](#), [vkCmdCopyImageToBuffer](#), [vkCmdCopyBufferToImage](#)

---

## 1.20 vkCmdCopyImageToBuffer(3)

### 1.20.1 Name

vkCmdCopyImageToBuffer - Copy image data into a buffer.

### 1.20.2 C Specification

```
void vkCmdCopyImageToBuffer (
    VkCommandBuffer          commandBuffer,
    VkImage                  srcImage,
    VkImageLayout            srcImageLayout,
    VkBuffer                 dstBuffer,
    uint32_t                 regionCount,
    const VkBufferImageCopy* pRegions);
```

### 1.20.3 Parameters

***commandBuffer***

The command buffer into which the copy command is to be placed.

***srcImage***

The image that is the source for the data.

***srcImageLayout***

The layout of the source image at the time of the copy operation.

***dstBuffer***

The buffer that is to receive the copied data.

***regionCount***

The number of regions to copy.

***pRegions***

An array of *regionCount* regions to copy.

### 1.20.4 Description

**vkCmdCopyImageToBuffer** copies image data into a buffer object. *srcImage* specifies the image that is to be the source of the data. *dstBuffer* is the buffer into which the data is to be copied. *pRegions* points to an array of *regionCount* [VkBufferImageCopy](#) structures, the definition of which is:

```
typedef struct VkBufferImageCopy {
    VkDeviceSize          bufferOffset;
    uint32_t              bufferRowLength;
    uint32_t              bufferImageHeight;
    VkImageSubresourceLayers imageSubresource;
    VkOffset3D             imageOffset;
    VkExtent3D             imageExtent;
} VkBufferImageCopy;
```

### Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *srcImage* must be a valid `VkImage` handle
- *srcImageLayout* must be a valid `VkImageLayout` value
- *dstBuffer* must be a valid `VkBuffer` handle
- *pRegions* must be a pointer to an array of *regionCount* valid `VkBufferImageCopy` structures
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support transfer, graphics or compute operations
- This command must only be called outside of a render pass instance
- *regionCount* must be greater than 0
- Each of *commandBuffer*, *srcImage* and *dstBuffer* must have been created, allocated or retrieved from the same `VkDevice`
- The image region specified by a given element of *pRegions* must be a region that is contained within *srcImage*
- The buffer region specified by a given element of *pRegions* must be a region that is contained within *dstBuffer*
- The union of all source regions, and the union of all destination regions, specified by the elements of *pRegions*, must not overlap in memory
- *srcImage* must have been created with `VK_IMAGE_USAGE_TRANSFER_SRC_BIT` usage flag
- *srcImage* must have a sample count equal to `VK_SAMPLE_COUNT_1_BIT`
- *srcImageLayout* must specify the layout of the image subresources of *srcImage* specified in *pRegions* at the time this command is executed on a `VkDevice`
- *srcImageLayout* must be either of `VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL` or `VK_IMAGE_LAYOUT_GENERAL`
- *dstBuffer* must have been created with `VK_BUFFER_USAGE_TRANSFER_DST_BIT` usage flag

### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized

### Command Properties

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary Secondary	Outside	TRANSFER GRAPHICS COMPUTE

#### 1.20.5 Notes

Although **`vkCmdCopyImageToBuffer`** does not generate errors or return a value, enabled validation layers may detect possible error conditions or potentially undefined behavior and report this via some other means.

### 1.20.6 See Also

[vkCmdCopyBufferToImage](#), [vkCmdCopyImage](#)

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## 1.21 vkCmdCopyQueryPoolResults(3)

### 1.21.1 Name

vkCmdCopyQueryPoolResults - Copy the results of queries in a query pool to a buffer object.

### 1.21.2 C Specification

```
void vkCmdCopyQueryPoolResults(
    VkCommandBuffer          commandBuffer,
    VkQueryPool              queryPool,
    uint32_t                 firstQuery,
    uint32_t                 queryCount,
    VkBuffer                  dstBuffer,
    VkDeviceSize             dstOffset,
    VkDeviceSize             stride,
    VkQueryResultFlags       flags);
```

### 1.21.3 Parameters

***commandBuffer***

The command buffer into which the command is to be placed.

***queryPool***

The query pool whose results should be copied to the buffer object.

***startQuery***

The index of the first query in the query pool whose results should be copied to the buffer object.

***queryCount***

The number of queries in the query pool whose results should be copied to the buffer object.

***dstBuffer***

The buffer object the results should be written to.

***dstOffset***

The offset within the buffer object the results should be written to.

***stride***

The stride between subsequent query result writes.

***flags***

The flags controlling the behavior of the query result copy command (see [VkQueryResultFlags](#)).

### 1.21.4 Description

**vkCmdCopyQueryPoolResults** copies the results of *queryCount* number of queries in the query pool specified by *queryPool* starting from index *startQuery*. The results are written to the buffer object specified by *dstBuffer* starting from *dstOffset* with each subsequent query's result being written *stride* number of bytes after the previous one. The semantics of when and what values written to the destination buffer are defined by the type of the queries in the query pool, the query control flags passed to [vkCmdBeginQuery](#), and the query result control flags specified by *flags*.

---



**Valid Usage**

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *queryPool* must be a valid `VkQueryPool` handle
- *dstBuffer* must be a valid `VkBuffer` handle
- *flags* must be a valid combination of `VkQueryResultFlagBits` values
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support graphics or compute operations
- This command must only be called outside of a render pass instance
- Each of *commandBuffer*, *queryPool* and *dstBuffer* must have been created, allocated or retrieved from the same `VkDevice`
- *dstOffset* must be less than the size of *dstBuffer*
- *firstQuery* must be less than the number of queries in *queryPool*
- The sum of *firstQuery* and *queryCount* must be less than or equal to the number of queries in *queryPool*
- If `VK_QUERY_RESULT_64_BIT` is not set in *flags* then *dstOffset* and *stride* must be multiples of 4
- If `VK_QUERY_RESULT_64_BIT` is set in *flags* then *dstOffset* and *stride* must be multiples of 8
- *dstBuffer* must have enough storage, from *dstOffset*, to contain the result of each query, as described [here](#)
- *dstBuffer* must have been created with `VK_BUFFER_USAGE_TRANSFER_DST_BIT` usage flag
- If the *queryType* used to create *queryPool* was `VK_QUERY_TYPE_TIMESTAMP`, *flags* must not contain `VK_QUERY_RESULT_PARTIAL_BIT`

**Host Synchronization**

- Host access to *commandBuffer* must be externally synchronized

**Command Properties**

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary	Outside	GRAPHICS
Secondary		COMPUTE

**1.21.5 Notes**

Although `vkCmdCopyQueryPoolResults` does not generate errors or return a value, enabled validation layers may detect possible error conditions or potentially undefined behavior and report this via some other means.

**1.21.6 See Also**

[vkGetQueryPoolResults](#), [vkCmdBeginQuery](#), [vkCmdEndQuery](#), [vkCmdResetQueryPool](#), [vkDestroyQueryPool](#), [vkCreateQueryPool](#)

---

## 1.22 vkCmdDispatch(3)

### 1.22.1 Name

vkCmdDispatch - Dispatch compute work items.

### 1.22.2 C Specification

```
void vkCmdDispatch (
    VkCommandBuffer          commandBuffer,
    uint32_t                 x,
    uint32_t                 y,
    uint32_t                 z);
```

### 1.22.3 Parameters

#### *commandBuffer*

Command buffer upon which to execute the command.

#### *x*

Number of workgroups to dispatch in the X dimension.

#### *y*

Number of workgroups to dispatch in the Y dimension.

#### *z*

Number of workgroups to dispatch in the Z dimension.

### 1.22.4 Description

**vkCmdDispatch** dispatches a *x* by *y* by *z* group of compute workgroups. Two- and one-dimensional work groups can be dispatched by setting the *z*, or *y* and *z* parameters to 1, respectively. The size of each workgroup is determined by the pipeline bound to the VK\_PIPELINE\_BIND\_POINT\_COMPUTE bind point on the command buffer specified by *commandBuffer*.

---

**Valid Usage**

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support compute operations
- This command must only be called outside of a render pass instance
- *x* must be less than or equal to `VkPhysicalDeviceLimits::maxComputeWorkGroupCount[0]`
- *y* must be less than or equal to `VkPhysicalDeviceLimits::maxComputeWorkGroupCount[1]`
- *z* must be less than or equal to `VkPhysicalDeviceLimits::maxComputeWorkGroupCount[2]`
- For each set *n* that is statically used by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_COMPUTE`, a descriptor set must have been bound to *n* at `VK_PIPELINE_BIND_POINT_COMPUTE`, with a `VkPipelineLayout` that is compatible for set *n*, with the `VkPipelineLayout` used to create the current `VkPipeline`, as described in [?]
- Descriptors in each bound descriptor set, specified via **`vkCmdBindDescriptorSets`**, must be valid if they are statically used by the currently bound `VkPipeline` object, specified via **`vkCmdBindPipeline`**
- A valid compute pipeline must be bound to the current command buffer with `VK_PIPELINE_BIND_POINT_COMPUTE`
- For each push constant that is statically used by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_COMPUTE`, a push constant value must have been set for `VK_PIPELINE_BIND_POINT_COMPUTE`, with a `VkPipelineLayout` that is compatible for push constants with the one used to create the current `VkPipeline`, as described in [?]
- If any `VkSampler` object that is accessed from a shader by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_COMPUTE` uses unnormalized coordinates, it must not be used to sample from any `VkImage` with a `VkImageView` of the type `VK_IMAGE_VIEW_TYPE_3D`, `VK_IMAGE_VIEW_TYPE_CUBE`, `VK_IMAGE_VIEW_TYPE_1D_ARRAY`, `VK_IMAGE_VIEW_TYPE_2D_ARRAY` or `VK_IMAGE_VIEW_TYPE_CUBE_ARRAY`, in any shader stage
- If any `VkSampler` object that is accessed from a shader by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_COMPUTE` uses unnormalized coordinates, it must not be used with any of the SPIR-V `OpImageSample*` or `OpImageSparseSample*` instructions with **`ImplicitLod`**, **`Dref`** or **`Proj`** in their name, in any shader stage
- If any `VkSampler` object that is accessed from a shader by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_COMPUTE` uses unnormalized coordinates, it must not be used with any of the SPIR-V `OpImageSample*` or `OpImageSparseSample*` instructions that includes a lod bias or any offset values, in any shader stage
- If the **robust buffer access** feature is not enabled, and any shader stage in the `VkPipeline` object currently bound to `VK_PIPELINE_BIND_POINT_COMPUTE` accesses a uniform buffer, it must not access values outside of the range of that buffer specified in the currently bound descriptor set
- If the **robust buffer access** feature is not enabled, and any shader stage in the `VkPipeline` object currently bound to `VK_PIPELINE_BIND_POINT_COMPUTE` accesses a storage buffer, it must not access values outside of the range of that buffer specified in the currently bound descriptor set
- Any `VkImageView` being sampled with `VK_FILTER_LINEAR` as a result of this command must be of a format which supports linear filtering, as specified by the `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT` flag in `VkFormatProperties::linearTilingFeatures` (for a linear image) or `VkFormatProperties::optimalTilingFeatures` (for an optimally tiled image) returned by **`vkGetPhysicalDeviceFormatProperties`**

---

### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized

### Command Properties

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary Secondary	Outside	COMPUTE

#### 1.22.5 Notes

Although **vkCmdDispatch** does not generate errors or return a value, enabled validation layers may detect possible error conditions or potentially undefined behavior and report this via some other means.

#### 1.22.6 See Also

[vkCmdDispatchIndirect](#)

---

## 1.23 vkCmdDispatchIndirect(3)

### 1.23.1 Name

vkCmdDispatchIndirect - Dispatch compute work items using indirect parameters.

### 1.23.2 C Specification

```
void vkCmdDispatchIndirect (
    VkCommandBuffer          commandBuffer,
    VkBuffer                 buffer,
    VkDeviceSize             offset);
```

### 1.23.3 Parameters

***commandBuffer***

Command buffer upon which to execute the command.

***buffer***

The buffer object containing the parameters to dispatch.

***offset***

The offset within *buffer* at which the parameters are located.

### 1.23.4 Description

**vkCmdDispatchIndirect** dispatches a group of *x* by *y* by *z* compute workgroups where the values of *x*, *y*, and *z* are taken from *offset* bytes into the buffer object specified by *buffer*. At this location in the buffer, there is assumed to be an instance of the [VkDispatchIndirectCommand](#) structure, whose definition is:

```
typedef struct VkDispatchIndirectCommand {
    uint32_t    x;
    uint32_t    y;
    uint32_t    z;
} VkDispatchIndirectCommand;
```

*offset* must be a multiple of four. If any of the *x*, *y* or *z* members of [VkDispatchIndirectCommand](#) are zero, then no work is initiated. Two- and one-dimensional work may be initiated by setting *z* or *y* and *z* to 1, respectively.

## Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *buffer* must be a valid `VkBuffer` handle
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support compute operations
- This command must only be called outside of a render pass instance
- Each of *commandBuffer* and *buffer* must have been created, allocated or retrieved from the same `VkDevice`
- For each set *n* that is statically used by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_COMPUTE`, a descriptor set must have been bound to *n* at `VK_PIPELINE_BIND_POINT_COMPUTE`, with a `VkPipelineLayout` that is compatible for set *n*, with the `VkPipelineLayout` used to create the current `VkPipeline`, as described in [?]
- Descriptors in each bound descriptor set, specified via **`vkCmdBindDescriptorSets`**, must be valid if they are statically used by the currently bound `VkPipeline` object, specified via **`vkCmdBindPipeline`**
- A valid compute pipeline must be bound to the current command buffer with `VK_PIPELINE_BIND_POINT_COMPUTE`
- *buffer* must have been created with the `VK_BUFFER_USAGE_INDIRECT_BUFFER_BIT` bit set
- *offset* must be a multiple of 4
- The sum of *offset* and the size of `VkDispatchIndirectCommand` must be less than or equal to the size of *buffer*
- For each push constant that is statically used by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_COMPUTE`, a push constant value must have been set for `VK_PIPELINE_BIND_POINT_COMPUTE`, with a `VkPipelineLayout` that is compatible for push constants with the one used to create the current `VkPipeline`, as described in [?]
- If any `VkSampler` object that is accessed from a shader by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_COMPUTE` uses unnormalized coordinates, it must not be used to sample from any `VkImage` with a `VkImageView` of the type `VK_IMAGE_VIEW_TYPE_3D`, `VK_IMAGE_VIEW_TYPE_CUBE`, `VK_IMAGE_VIEW_TYPE_1D_ARRAY`, `VK_IMAGE_VIEW_TYPE_2D_ARRAY` or `VK_IMAGE_VIEW_TYPE_CUBE_ARRAY`, in any shader stage
- If any `VkSampler` object that is accessed from a shader by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_COMPUTE` uses unnormalized coordinates, it must not be used with any of the SPIR-V `OpImageSample*` or `OpImageSparseSample*` instructions with **`ImplicitLod`**, **`Dref`** or **`Proj`** in their name, in any shader stage
- If any `VkSampler` object that is accessed from a shader by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_COMPUTE` uses unnormalized coordinates, it must not be used with any of the SPIR-V `OpImageSample*` or `OpImageSparseSample*` instructions that includes a lod bias or any offset values, in any shader stage
- If the **robust buffer access** feature is not enabled, and any shader stage in the `VkPipeline` object currently bound to `VK_PIPELINE_BIND_POINT_COMPUTE` accesses a uniform buffer, it must not access values outside of the range of that buffer specified in the currently bound descriptor set
- If the **robust buffer access** feature is not enabled, and any shader stage in the `VkPipeline` object currently bound to `VK_PIPELINE_BIND_POINT_COMPUTE` accesses a storage buffer, it must not access values outside of the range of that buffer specified in the currently bound descriptor set
- Any `VkImageView` being sampled with `VK_FILTER_LINEAR` as a result of this command must be of a format which supports linear filtering, as specified by the `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT` flag in `VkFormatProperties::linearTilingFeatures` (for a linear image) or `VkFormatProperties::optimalTilingFeatures` (for an optimally tiled image) returned by **`vkGetPhysicalDeviceFormatProperties`**

**Host Synchronization**

- Host access to *commandBuffer* must be externally synchronized

**Command Properties**

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary	Outside	COMPUTE
Secondary		

**1.23.5 Notes**

Although **vkCmdDispatchIndirect** does not generate errors or return a value, enabled validation layers may detect possible error conditions or potentially undefined behavior and report this via some other means.

**1.23.6 See Also**

[vkCmdDispatch](#), [vkCmdDrawIndirect](#), [vkCmdDrawIndexedIndirect](#)

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## 1.24 vkCmdDraw(3)

### 1.24.1 Name

vkCmdDraw - Draw primitives.

### 1.24.2 C Specification

```
void vkCmdDraw(
    VkCommandBuffer          commandBuffer,
    uint32_t                 vertexCount,
    uint32_t                 instanceCount,
    uint32_t                 firstVertex,
    uint32_t                 firstInstance);
```

### 1.24.3 Parameters

***commandBuffer***

The command buffer into which the drawing command is to be placed.

***firstVertex***

The first vertex to be passed to the graphics pipeline.

***vertexCount***

The number of vertices passed to the graphics pipeline.

***firstInstance***

The first instance of data to be passed to the graphics pipeline.

***instanceCount***

The number of instances to be passed to the graphics pipeline.

### 1.24.4 Description

**vkCmdDraw** invokes a draw in the bound graphics pipeline. *instanceCount* instances of *vertexCount* vertices are produced. The vertex index presented to the pipeline is automatically generated, starting from *firstVertex* and counting forwards. For each instance, the instance index is generated automatically, starting from *firstInstance* and counting forwards. If *vertexCount* or *vertexCount* is zero, then no vertices are generated.

---



**Valid Usage**

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support graphics operations
- This command must only be called inside of a render pass instance
- For each set *n* that is statically used by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS`, a descriptor set must have been bound to *n* at `VK_PIPELINE_BIND_POINT_GRAPHICS`, with a `VkPipelineLayout` that is compatible for set *n*, with the `VkPipelineLayout` used to create the current `VkPipeline`, as described in [?]
- For each push constant that is statically used by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS`, a push constant value must have been set for `VK_PIPELINE_BIND_POINT_GRAPHICS`, with a `VkPipelineLayout` that is compatible for push constants, with the `VkPipelineLayout` used to create the current `VkPipeline`, as described in [?]
- Descriptors in each bound descriptor set, specified via **`vkCmdBindDescriptorSets`**, must be valid if they are statically used by the currently bound `VkPipeline` object, specified via **`vkCmdBindPipeline`**
- All vertex input bindings accessed via vertex input variables declared in the vertex shader entry point's interface must have valid buffers bound
- For a given vertex buffer binding, any attribute data fetched must be entirely contained within the corresponding vertex buffer binding, as described in [?]
- A valid graphics pipeline must be bound to the current command buffer with `VK_PIPELINE_BIND_POINT_GRAPHICS`
- If the `VkPipeline` object currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS` requires any dynamic state, that state must have been set on the current command buffer
- Every input attachment used by the current subpass must be bound to the pipeline via a descriptor set
- If any `VkSampler` object that is accessed from a shader by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS` uses unnormalized coordinates, it must not be used to sample from any `VkImage` with a `VkImageView` of the type `VK_IMAGE_VIEW_TYPE_3D`, `VK_IMAGE_VIEW_TYPE_CUBE`, `VK_IMAGE_VIEW_TYPE_1D_ARRAY`, `VK_IMAGE_VIEW_TYPE_2D_ARRAY` or `VK_IMAGE_VIEW_TYPE_CUBE_ARRAY`, in any shader stage
- If any `VkSampler` object that is accessed from a shader by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS` uses unnormalized coordinates, it must not be used with any of the SPIR-V `OpImageSample*` or `OpImageSparseSample*` instructions with **`ImplicitLod`**, **`Dref`** or **`Proj`** in their name, in any shader stage
- If any `VkSampler` object that is accessed from a shader by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS` uses unnormalized coordinates, it must not be used with any of the SPIR-V `OpImageSample*` or `OpImageSparseSample*` instructions that includes a lod bias or any offset values, in any shader stage
- If the **robust buffer access** feature is not enabled, and any shader stage in the `VkPipeline` object currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS` accesses a uniform buffer, it must not access values outside of the range of that buffer specified in the currently bound descriptor set
- If the **robust buffer access** feature is not enabled, and any shader stage in the `VkPipeline` object currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS` accesses a storage buffer, it must not access values outside of the range of that buffer specified in the currently bound descriptor set
- Any `VkImageView` being sampled with `VK_FILTER_LINEAR` as a result of this command must be of a format which supports linear filtering, as specified by the `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT` flag in `VkFormatProperties::linearTilingFeatures` (for a linear image) or `VkFormatProperties::optimalTilingFeatures` (for an optimally tiled image) returned by **`vkGetPhysicalDeviceFormatProperties`**

---

### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized

### Command Properties

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary Secondary	Inside	GRAPHICS

#### 1.24.5 Notes

Although **vkCmdDraw** does not generate errors or return a value, enabled validation layers may detect possible error conditions or potentially undefined behavior and report this via some other means.

#### 1.24.6 See Also

[vkCmdDrawIndexed](#)

---

## 1.25 vkCmdDrawIndexed(3)

### 1.25.1 Name

vkCmdDrawIndexed - Issue an indexed draw into a command buffer.

### 1.25.2 C Specification

```
void vkCmdDrawIndexed(
    VkCommandBuffer          commandBuffer,
    uint32_t                 indexCount,
    uint32_t                 instanceCount,
    uint32_t                 firstIndex,
    int32_t                  vertexOffset,
    uint32_t                 firstInstance);
```

### 1.25.3 Parameters

***commandBuffer***

Specifies the command buffer into which to insert the draw command.

***firstIndex***

Specifies the first element from the index buffer to be consumed by the command.

***indexCount***

Specifies the number of elements from the index buffer to be consumed by the command.

***vertexOffset***

Specifies a constant offset to be added to the value retrieved from the index buffer.

***firstInstance***

Specifies the starting value of the internally generated instance count.

***instanceCount***

Specifies the number of instances of the geometry to consume.

### 1.25.4 Description

**vkCmdDrawIndexed** issues an indexed draw into a command bufer. The command consumes *indexCount* elements from the bound index buffer, starting from *firstIndex*, and inserts them into graphics pipeline. Before insertion to the pipeline, *vertexOffset* is added to each index value. *instanceCount* instances of the index buffer range are inserted into the pipeline. The first shader in the pipeline is presented with the instance index, which begins at *firstInstance*.

---

## Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support graphics operations
- This command must only be called inside of a render pass instance
- For each set *n* that is statically used by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS`, a descriptor set must have been bound to *n* at `VK_PIPELINE_BIND_POINT_GRAPHICS`, with a `VkPipelineLayout` that is compatible for set *n*, with the `VkPipelineLayout` used to create the current `VkPipeline`, as described in [?]
- For each push constant that is statically used by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS`, a push constant value must have been set for `VK_PIPELINE_BIND_POINT_GRAPHICS`, with a `VkPipelineLayout` that is compatible for push constants, with the `VkPipelineLayout` used to create the current `VkPipeline`, as described in [?]
- Descriptors in each bound descriptor set, specified via **`vkCmdBindDescriptorSets`**, must be valid if they are statically used by the currently bound `VkPipeline` object, specified via **`vkCmdBindPipeline`**
- All vertex input bindings accessed via vertex input variables declared in the vertex shader entry point's interface must have valid buffers bound
- For a given vertex buffer binding, any attribute data fetched must be entirely contained within the corresponding vertex buffer binding, as described in [?]
- A valid graphics pipeline must be bound to the current command buffer with `VK_PIPELINE_BIND_POINT_GRAPHICS`
- If the `VkPipeline` object currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS` requires any dynamic state, that state must have been set on the current command buffer
- $(indexSize * (firstIndex + indexCount) + offset)$  must be less than or equal to the size of the currently bound index buffer, with *indexSize* being based on the type specified by *indexType*, where the index buffer, *indexType*, and *offset* are specified via **`vkCmdBindIndexBuffer`**
- Every input attachment used by the current subpass must be bound to the pipeline via a descriptor set
- If any `VkSampler` object that is accessed from a shader by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS` uses unnormalized coordinates, it must not be used to sample from any `VkImage` with a `VkImageView` of the type `VK_IMAGE_VIEW_TYPE_3D`, `VK_IMAGE_VIEW_TYPE_CUBE`, `VK_IMAGE_VIEW_TYPE_1D_ARRAY`, `VK_IMAGE_VIEW_TYPE_2D_ARRAY` or `VK_IMAGE_VIEW_TYPE_CUBE_ARRAY`, in any shader stage
- If any `VkSampler` object that is accessed from a shader by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS` uses unnormalized coordinates, it must not be used with any of the SPIR-V `OpImageSample*` or `OpImageSparseSample*` instructions with **`ImplicitLod`**, **`Dref`** or **`Proj`** in their name, in any shader stage
- If any `VkSampler` object that is accessed from a shader by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS` uses unnormalized coordinates, it must not be used with any of the SPIR-V `OpImageSample*` or `OpImageSparseSample*` instructions that includes a lod bias or any offset values, in any shader stage
- If the [robust buffer access](#) feature is not enabled, and any shader stage in the `VkPipeline` object currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS` accesses a uniform buffer, it must not access values outside of the range of that buffer specified in the currently bound descriptor set
- If the [robust buffer access](#) feature is not enabled, and any shader stage in the `VkPipeline` object currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS` accesses a storage buffer, it must not access values outside of the range of that buffer specified in the currently bound descriptor set
- Any `VkImageView` being sampled with `VK_FILTER_LINEAR` as a result of this command must be of a format which supports linear filtering, as specified by the `VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT` flag in `VkFormatProperties::linearTilingFeatures` (for a linear image) or `VkFormatProperties::optimalTilingFeatures` (for an optimally tiled image) returned by **`vkGetPhysicalDeviceFormatProperties`**

**Host Synchronization**

- Host access to *commandBuffer* must be externally synchronized

**Command Properties**

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary Secondary	Inside	GRAPHICS

**1.25.5 Notes**

Although **vkCmdDrawIndexed** does not generate errors or return a value, enabled validation layers may detect possible error conditions or potentially undefined behavior and report this via some other means.

**1.25.6 See Also**

[vkCmdDraw](#), [vkCmdDrawIndirect](#), [vkCmdDrawIndexedIndirect](#)

---

## 1.26 vkCmdDrawIndexedIndirect(3)

### 1.26.1 Name

vkCmdDrawIndexedIndirect - Perform an indexed indirect draw.

### 1.26.2 C Specification

```
void vkCmdDrawIndexedIndirect (
    VkCommandBuffer          commandBuffer,
    VkBuffer                 buffer,
    VkDeviceSize             offset,
    uint32_t                 drawCount,
    uint32_t                 stride);
```

### 1.26.3 Parameters

***commandBuffer***

The command buffer upon which to execute the command.

***buffer***

The buffer from which to source the indirect draw parameters.

***offset***

The offset within the buffer where the draw parameters are located.

***drawCount***

The number of draws to issue.

***stride***

The stride between each structure member.

### 1.26.4 Description

**vkCmdDrawIndexedIndirect** issues an indirect indexed draw list containing *drawCount* draws into the command buffer specified in *commandBuffer*. *buffer* is the buffer containing the drawing parameters, which begin at *offset* bytes into the buffer. Each command is an instance of a [VkDrawIndexedIndirectCommand](#) structure, separated by *stride* bytes in memory. If *stride* is zero, then the array is assumed to be tightly packed. The definition of [VkDrawIndexedIndirectCommand](#) is as follows.

```
typedef struct VkDrawIndexedIndirectCommand {
    uint32_t    indexCount;
    uint32_t    instanceCount;
    uint32_t    firstIndex;
    int32_t     vertexOffset;
    uint32_t    firstInstance;
} VkDrawIndexedIndirectCommand;
```

The members of [VkDrawIndexedIndirectCommand](#) are interpreted in the same fashion as the similarly named parameters of [vkCmdDrawIndexed](#). *offset* and *stride* should be multiples of four.

---

**Valid Usage**

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *buffer* must be a valid `VkBuffer` handle
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support graphics operations
- This command must only be called inside of a render pass instance
- Each of *commandBuffer* and *buffer* must have been created, allocated or retrieved from the same `VkDevice`
- *offset* must be a multiple of 4
- If *drawCount* is greater than 1, *stride* must be a multiple of 4 and must be greater than or equal to `sizeof(VkDrawIndexedIndirectCommand)`
- If the [multi-draw indirect](#) feature is not enabled, *drawCount* must be 0 or 1
- If the [drawIndirectFirstInstance](#) feature is not enabled, all the *firstInstance* members of the `VkDrawIndexedIndirectCommand` structures accessed by this command must be 0
- For each set *n* that is statically used by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS`, a descriptor set must have been bound to *n* at `VK_PIPELINE_BIND_POINT_GRAPHICS`, with a `VkPipelineLayout` that is compatible for set *n*, with the `VkPipelineLayout` used to create the current `VkPipeline`, as described in [?]
- For each push constant that is statically used by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS`, a push constant value must have been set for `VK_PIPELINE_BIND_POINT_GRAPHICS`, with a `VkPipelineLayout` that is compatible for push constants, with the `VkPipelineLayout` used to create the current `VkPipeline`, as described in [?]
- Descriptors in each bound descriptor set, specified via **`vkCmdBindDescriptorSets`**, must be valid if they are statically used by the currently bound `VkPipeline` object, specified via **`vkCmdBindPipeline`**
- All vertex input bindings accessed via vertex input variables declared in the vertex shader entry point's interface must have valid buffers bound
- A valid graphics pipeline must be bound to the current command buffer with `VK_PIPELINE_BIND_POINT_GRAPHICS`
- If the `VkPipeline` object currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS` requires any dynamic state, that state must have been set on the current command buffer
- If *drawCount* is equal to 1, (*offset* + `sizeof(VkDrawIndexedIndirectCommand)`) must be less than or equal to the size of *buffer*
- If *drawCount* is greater than 1, (*stride* × (*drawCount* - 1) + *offset* + `sizeof(VkDrawIndexedIndirectCommand)`) must be less than or equal to the size of *buffer*
- *drawCount* must be less than or equal to `VkPhysicalDeviceLimits::maxDrawIndirectCount`
- Every input attachment used by the current subpass must be bound to the pipeline via a descriptor set
- If any `VkSampler` object that is accessed from a shader by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS` uses unnormalized coordinates, it must not be used to sample from any `VkImage` with a `VkImageView` of the type `VK_IMAGE_VIEW_TYPE_3D`, `VK_IMAGE_VIEW_TYPE_CUBE`, `VK_IMAGE_VIEW_TYPE_1D_ARRAY`, `VK_IMAGE_VIEW_TYPE_2D_ARRAY` or `VK_IMAGE_VIEW_TYPE_CUBE_ARRAY`, in any shader stage
- If any `VkSampler` object that is accessed from a shader by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS` uses unnormalized coordinates, it must not be used with any of the SPIR-V `OpImageSample*` or `OpImageSparseSample*` instructions with **`ImplicitLod`**, **`Dref`** or **`Proj`** in their name, in any shader stage
- If any `VkSampler` object that is accessed from a shader by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS` uses unnormalized coordinates, it must not be used with any of the SPIR-V `OpImageSample*` or `OpImageSparseSample*` instructions that includes a lod bias or any offset values, in any shader stage

---

### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized

### Command Properties

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary Secondary	Inside	GRAPHICS

#### 1.26.5 Notes

Although **vkCmdDrawIndexedIndirect** does not generate errors or return a value, enabled validation layers may detect possible error conditions or potentially undefined behavior and report this via some other means.

#### 1.26.6 See Also

[vkCmdDrawIndirect](#), [vkCmdDrawIndexed](#), [vkCmdDraw](#), [vkCmdDispatchIndirect](#)

---



## 1.27 vkCmdDrawIndirect(3)

### 1.27.1 Name

vkCmdDrawIndirect - Issue an indirect draw into a command buffer.

### 1.27.2 C Specification

```
void vkCmdDrawIndirect (
    VkCommandBuffer          commandBuffer,
    VkBuffer                 buffer,
    VkDeviceSize             offset,
    uint32_t                 drawCount,
    uint32_t                 stride);
```

### 1.27.3 Parameters

***commandBuffer***

Specifies the command buffer into which to insert the draw command.

***buffer***

Specifies a handle of a buffer object containing parameters forming individual draw commands.

***offset***

Specifies offset, in bytes, within the buffer object represented by *buffer* at which the drawing command parameters begin.

***drawCount***

Specifies the number of indirect draws to consume from the specified memory object.

***stride***

Specifies the distance, in bytes, between the start of each indirect draw in the memory object. This parameter may be zero to indicate that the array of indirect draw commands is tightly packed.

### 1.27.4 Description

**vkCmdDrawIndirect** issues an indirect draw into a command bufer. Each indirect command consumes *drawCount* structures, stored at *offset* bytes into the buffer object whose handle is specified in *buffer*. The beginning of each structure is *stride* bytes from the previous. The data structures have the a layout in memory which may be represented by the [VkDrawIndirectCommand](#) structure, the definition of which is:

```
typedef struct VkDrawIndirectCommand {
    uint32_t     vertexCount;
    uint32_t     instanceCount;
    uint32_t     firstVertex;
    uint32_t     firstInstance;
} VkDrawIndirectCommand;
```

If *stride* is zero, the array of [VkDrawIndirectCommand](#) structures is assumed to be tightly packed.

## Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *buffer* must be a valid `VkBuffer` handle
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support graphics operations
- This command must only be called inside of a render pass instance
- Each of *commandBuffer* and *buffer* must have been created, allocated or retrieved from the same `VkDevice`
- *offset* must be a multiple of 4
- If *drawCount* is greater than 1, *stride* must be a multiple of 4 and must be greater than or equal to `sizeof(VkDrawIndirectCommand)`
- If the [multi-draw indirect](#) feature is not enabled, *drawCount* must be 0 or 1
- If the [drawIndirectFirstInstance](#) feature is not enabled, all the *firstInstance* members of the `VkDrawIndirectCommand` structures accessed by this command must be 0
- For each set *n* that is statically used by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS`, a descriptor set must have been bound to *n* at `VK_PIPELINE_BIND_POINT_GRAPHICS`, with a `VkPipelineLayout` that is compatible for set *n*, with the `VkPipelineLayout` used to create the current `VkPipeline`, as described in [?]
- For each push constant that is statically used by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS`, a push constant value must have been set for `VK_PIPELINE_BIND_POINT_GRAPHICS`, with a `VkPipelineLayout` that is compatible for push constants, with the `VkPipelineLayout` used to create the current `VkPipeline`, as described in [?]
- Descriptors in each bound descriptor set, specified via **`vkCmdBindDescriptorSets`**, must be valid if they are statically used by the currently bound `VkPipeline` object, specified via **`vkCmdBindPipeline`**
- All vertex input bindings accessed via vertex input variables declared in the vertex shader entry point's interface must have valid buffers bound
- A valid graphics pipeline must be bound to the current command buffer with `VK_PIPELINE_BIND_POINT_GRAPHICS`
- If the `VkPipeline` object currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS` requires any dynamic state, that state must have been set on the current command buffer
- If *drawCount* is equal to 1,  $(offset + sizeof(VkDrawIndirectCommand))$  must be less than or equal to the size of *buffer*
- If *drawCount* is greater than 1,  $(stride \times (drawCount - 1) + offset + sizeof(VkDrawIndirectCommand))$  must be less than or equal to the size of *buffer*
- *drawCount* must be less than or equal to `VkPhysicalDeviceLimits::maxDrawIndirectCount`
- Every input attachment used by the current subpass must be bound to the pipeline via a descriptor set
- If any `VkSampler` object that is accessed from a shader by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS` uses unnormalized coordinates, it must not be used to sample from any `VkImage` with a `VkImageView` of the type `VK_IMAGE_VIEW_TYPE_3D`, `VK_IMAGE_VIEW_TYPE_CUBE`, `VK_IMAGE_VIEW_TYPE_1D_ARRAY`, `VK_IMAGE_VIEW_TYPE_2D_ARRAY` or `VK_IMAGE_VIEW_TYPE_CUBE_ARRAY`, in any shader stage
- If any `VkSampler` object that is accessed from a shader by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS` uses unnormalized coordinates, it must not be used with any of the SPIR-V `OpImageSample*` or `OpImageSparseSample*` instructions with **`ImplicitLod`**, **`Dref`** or **`Proj`** in their name, in any shader stage
- If any `VkSampler` object that is accessed from a shader by the `VkPipeline` currently bound to `VK_PIPELINE_BIND_POINT_GRAPHICS` uses unnormalized coordinates, it must not be used with any of the SPIR-V `OpImageSample*` or `OpImageSparseSample*` instructions that includes a lod bias or any offset values, in any shader stage

**Host Synchronization**

- Host access to *commandBuffer* must be externally synchronized

**Command Properties**

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary Secondary	Inside	GRAPHICS

**1.27.5 Notes**

Although **vkCmdDrawIndirect** does not generate errors or return a value, enabled validation layers may detect possible error conditions or potentially undefined behavior and report this via some other means.

**1.27.6 See Also**

[vkCmdDraw](#), [vkCmdDrawIndexed](#), [vkCmdDrawIndexedIndirect](#)

## 1.28 vkCmdEndQuery(3)

### 1.28.1 Name

vkCmdEndQuery - Ends a query.

### 1.28.2 C Specification

```
void vkCmdEndQuery (
    VkCommandBuffer          commandBuffer,
    VkQueryPool              queryPool,
    uint32_t                 query);
```

### 1.28.3 Parameters

***commandBuffer***

The command buffer upon which to execute the command.

***queryPool***

The pool in which the query to be stopped resides.

***entry***

The entry within *queryPool* at which the query to be stopped resides.

### 1.28.4 Description

**vkCmdEndQuery** ends the query at the entry specified by *entry* in the query pool specified by *queryPool*. The command is executed in the command buffer specified by *commandBuffer*. The query referenced by *queryPool* and *entry* should be an active query for which **vkCmdBeginQuery** has been called in the past.

#### Valid Usage

- *commandBuffer* must be a valid VkCommandBuffer handle
- *queryPool* must be a valid VkQueryPool handle
- *commandBuffer* must be in the recording state
- The VkCommandPool that *commandBuffer* was allocated from must support graphics or compute operations
- Each of *commandBuffer* and *queryPool* must have been created, allocated or retrieved from the same VkDevice
- The query identified by *queryPool* and *query* must currently be [active](#)
- *query* must be less than the number of queries in *queryPool*

#### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized

#### Command Properties

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary	Both	GRAPHICS
Secondary		COMPUTE

### 1.28.5 See Also

[vkCmdBeginQuery](#), [vkCmdResetQueryPool](#), [vkCreateQueryPool](#), [vkDestroyQueryPool](#), [vkGetQueryPoolResults](#), [vkCmdCopyQueryPoolResults](#)

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## 1.29 vkCmdEndRenderPass(3)

### 1.29.1 Name

vkCmdEndRenderPass - End the current render pass.

### 1.29.2 C Specification

```
void vkCmdEndRenderPass (
    VkCommandBuffer          commandBuffer);
```

### 1.29.3 Parameters

#### *commandBuffer*

A handle to the command buffer in which the render pass is to be ended.

### 1.29.4 Description

**vkCmdEndRenderPass** ends the current render pass in the command buffer specified by *commandBuffer*. A render pass must begin and end in the same command buffer.

**vkCmdEndRenderPass** is only allowed in primary command buffers.

When **vkCmdEndRenderPass** executes, the store op for all attachments in the render pass is performed, and the attachment images are transitioned to their final layout.

#### Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support graphics operations
- This command must only be called inside of a render pass instance
- *commandBuffer* must be a primary `VkCommandBuffer`
- The current subpass index must be equal to the number of subpasses in the render pass minus one

#### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized

#### Command Properties

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary	Inside	GRAPHICS

### 1.29.5 See Also

[vkCmdBeginRenderPass](#), [vkCreateRenderPass](#)

---

## 1.30 vkCmdExecuteCommands(3)

### 1.30.1 Name

vkCmdExecuteCommands - Execute a secondary command buffer from a primary command buffer.

### 1.30.2 C Specification

```
void vkCmdExecuteCommands (
    VkCommandBuffer          commandBuffer,
    uint32_t                 commandBufferCount,
    const VkCommandBuffer*   pCommandBuffers);
```

### 1.30.3 Parameters

***commandBuffer***

The primary command buffer from which to call the secondary command buffers.

***commandBuffersCount***

Length of the pCommandBuffers array.

***pCommandBuffers***

An array of secondary command buffer handles.

### 1.30.4 Description

**vkCmdExecuteCommands** executes the contents of the secondary command buffers, in the order they appear in the *pCommandBuffers* array.

If any of the secondary command buffers contains commands that may only be executed inside a renderpass, then they may only be executed between calls to [vkCmdBeginRenderPass](#) and [vkCmdEndRenderPass](#) and the active renderpass must have a [VkSubpassContents](#) property of `VK_SUBPASS_CONTENTS_SECONDARY_COMMAND_BUFFERS`. The *commandBuffer* argument must be a primary command buffer. The renderpass and framebuffer provided when beginning the secondary command buffer must match the `VkRenderPass` and `VkFramebuffer` provided to **vkCmdBeginRenderPass**.

If a secondary command buffer was not recorded with the `VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT` usage, then only a single call to the secondary command buffer may exist in any primary command buffer at one time. If this usage bit is clear, then the secondary command buffer may be called multiple times from the same or multiple primary command buffers.

A secondary command buffer must be finished recording, via **vkEndCommandBuffer**, before it can be referenced in a call to **vkCmdExecuteCommands**. It must not be reset or destroyed before primary command buffers referencing it have completed executing.

A secondary command buffer can safely be passed to multiple **vkCmdExecuteCommands** (affecting different primary command buffers) simultaneously, only if it was recorded with the `VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT` flag.

## Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *pCommandBuffers* must be a pointer to an array of *commandBufferCount* valid `VkCommandBuffer` handles
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support transfer, graphics or compute operations
- *commandBuffer* must be a primary `VkCommandBuffer`
- *commandBufferCount* must be greater than 0
- Each of *commandBuffer* and the elements of *pCommandBuffers* must have been created, allocated or retrieved from the same `VkDevice`
- *commandBuffer* must have been created with a *level* of `VK_COMMAND_BUFFER_LEVEL_PRIMARY`
- Any given element of *pCommandBuffers* must have been created with a *level* of `VK_COMMAND_BUFFER_LEVEL_SECONDARY`
- Any given element of *pCommandBuffers* must not be already pending execution in *commandBuffer*, or appear twice in *pCommandBuffers*, unless it was created with the `VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT` flag
- Any given element of *pCommandBuffers* must not be already pending execution in any other `VkCommandBuffer`, unless it was created with the `VK_COMMAND_BUFFER_USAGE_SIMULTANEOUS_USE_BIT` flag
- Any given element of *pCommandBuffers* must be in the executable state
- If **`vkCmdExecuteCommands`** is being called within a render pass instance, that render pass instance must have been begun with the *contents* parameter of **`vkCmdBeginRenderPass`** set to `VK_SUBPASS_CONTENTS_SECONDARY_COMMAND_BUFFERS`
- If **`vkCmdExecuteCommands`** is being called within a render pass instance, any given element of *pCommandBuffers* must have been recorded with the `VK_COMMAND_BUFFER_USAGE_RENDER_PASS_CONTINUE_BIT`
- If **`vkCmdExecuteCommands`** is being called within a render pass instance, any given element of *pCommandBuffers* must have been recorded with `VkCommandBufferInheritanceInfo::subpass` set to the index of the subpass which the given command buffer will be executed in
- If **`vkCmdExecuteCommands`** is being called within a render pass instance, any given element of *pCommandBuffers* must have been recorded with a render pass that is compatible with the current render pass - see [?]
- If **`vkCmdExecuteCommands`** is being called within a render pass instance, and any given element of *pCommandBuffers* was recorded with `VkCommandBufferInheritanceInfo::framebuffer` not equal to `VK_NULL_HANDLE`, that `VkFramebuffer` must match the `VkFramebuffer` used in the current render pass instance
- If the [inherited queries](#) feature is not enabled, *commandBuffer* must not have any queries [active](#)
- If *commandBuffer* has a `VK_QUERY_TYPE_OCCLUSION` query [active](#), then each element of *pCommandBuffers* must have been recorded with `VkCommandBufferInheritanceInfo::occlusionQueryEnable` set to `VK_TRUE`
- If *commandBuffer* has a `VK_QUERY_TYPE_OCCLUSION` query [active](#), then each element of *pCommandBuffers* must have been recorded with `VkCommandBufferInheritanceInfo::queryFlags` having all bits set that are set for the query
- If *commandBuffer* has a `VK_QUERY_TYPE_PIPELINE_STATISTICS` query [active](#), then each element of *pCommandBuffers* must have been recorded with `VkCommandBufferInheritanceInfo::pipelineStatistics` having all bits set that are set in the `VkQueryPool` the query uses
- Any given element of *pCommandBuffers* must not begin any query types that are [active](#) in *commandBuffer*



**Host Synchronization**

- Host access to *commandBuffer* must be externally synchronized

**Command Properties**

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary	Both	TRANSFER GRAPHICS COMPUTE

**1.30.5 See Also**

[vkAllocateCommandBuffers](#), [vkFreeCommandBuffers](#), [vkCmdBeginRenderPass](#), [vkCmdEndRenderPass](#)

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## 1.31 vkCmdFillBuffer(3)

### 1.31.1 Name

vkCmdFillBuffer - Fill a region of a buffer with a fixed value.

### 1.31.2 C Specification

```
void vkCmdFillBuffer(
    VkCommandBuffer          commandBuffer,
    VkBuffer                 dstBuffer,
    VkDeviceSize             dstOffset,
    VkDeviceSize             size,
    uint32_t                 data);
```

### 1.31.3 Parameters

***commandBuffer***

The command buffer upon which to execute the command.

***dstBuffer***

The destination buffer.

***dstOffset***

The offset in the buffer at which to begin filling.

***size***

The size of the region to be filled, in bytes.

***data***

The data with which to fill the buffer region.

### 1.31.4 Description

**vkCmdFillBuffer** fills a region of a buffer object with the fixed, 32-bit pattern specified in *data*. The command is executed in *commandBuffer*. *dstBuffer* specifies the destination buffer object, *dstOffset* specifies the offset within the buffer at which to begin filling and *size* specifies the size of the region to be filled, in bytes. *dstOffset* and *size* must be multiples of four bytes.

---

**Valid Usage**

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *dstBuffer* must be a valid `VkBuffer` handle
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support graphics or compute operations
- This command must only be called outside of a render pass instance
- Each of *commandBuffer* and *dstBuffer* must have been created, allocated or retrieved from the same `VkDevice`
- *dstOffset* must be less than the size of *dstBuffer*
- *dstOffset* must be a multiple of 4
- If *size* is not equal to `VK_WHOLE_SIZE`, *size* must be greater than 0
- If *size* is not equal to `VK_WHOLE_SIZE`, *size* must be less than or equal to the size of *dstBuffer* minus *dstOffset*
- If *size* is not equal to `VK_WHOLE_SIZE`, *size* must be a multiple of 4
- *dstBuffer* must have been created with `VK_BUFFER_USAGE_TRANSFER_DST_BIT` usage flag

**Host Synchronization**

- Host access to *commandBuffer* must be externally synchronized

**Command Properties**

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary	Outside	GRAPHICS
Secondary		COMPUTE

**1.31.5 See Also**

[vkCreateBuffer](#), [vkCreateBufferView](#)

---

## 1.32 vkCmdNextSubpass(3)

### 1.32.1 Name

vkCmdNextSubpass - Transition to the next subpass of a render pass.

### 1.32.2 C Specification

```
void vkCmdNextSubpass (
    VkCommandBuffer          commandBuffer,
    VkSubpassContents        contents);
```

### 1.32.3 Parameters

#### *commandBuffer*

The command buffer in which to switch to the next subpass.

#### *contents*

A description of how the commands for the next subpass will be issued.

### 1.32.4 Description

**vkCmdNextSubpass** finalizes the previous subpass of the current render pass and prepares for the next subpass. It may only be called in a primary command buffer when a render pass is active. For a render pass with N subpasses, **vkCmdNextSubpass** must be used exactly N-1 times between **vkCmdBeginRenderPass** and **vkCmdEndRenderPass** to transition through all of the subpasses.

The *contents* parameter describes how the commands in the next subpass will be provided. If it is `VK_SUBPASS_CONTENTS_INLINE`, the contents of the subpass will be recorded inline in the primary command buffer, and calling a secondary command buffer within the subpass is an error. If *contents* is `VK_SUBPASS_CONTENTS_SECONDARY_COMMAND_BUFFERS`, the contents are recorded in secondary command buffers that will be called from the primary command buffer, and **vkCmdExecuteCommands** is the only valid command on the command buffer until **vkCmdNextSubpass** or **vkCmdEndRenderPass**.

Transitioning between subpasses performs any multisample resolve operations in the pass being ended, and transitions attachment images from their current layout to the layout required by the next subpass.

#### Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *contents* must be a valid `VkSubpassContents` value
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support graphics operations
- This command must only be called inside of a render pass instance
- *commandBuffer* must be a primary `VkCommandBuffer`
- The current subpass index must be less than the number of subpasses in the render pass minus one

#### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized
-

**Command Properties**

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary	Inside	GRAPHICS

**1.32.5 See Also**

[vkCmdEndRenderPass](#), [vkCreateRenderPass](#)

---

## 1.33 vkCmdPipelineBarrier(3)

### 1.33.1 Name

vkCmdPipelineBarrier - Insert a set of execution and memory barriers.

### 1.33.2 C Specification

```
void vkCmdPipelineBarrier(
    VkCommandBuffer          commandBuffer,
    VkPipelineStageFlags     srcStageMask,
    VkPipelineStageFlags     dstStageMask,
    VkDependencyFlags        dependencyFlags,
    uint32_t                 memoryBarrierCount,
    const VkMemoryBarrier*   pMemoryBarriers,
    uint32_t                 bufferMemoryBarrierCount,
    const VkBufferMemoryBarrier* pBufferMemoryBarriers,
    uint32_t                 imageMemoryBarrierCount,
    const VkImageMemoryBarrier* pImageMemoryBarriers);
```

### 1.33.3 Parameters

#### ***commandBuffer***

The command buffer in which to wait.

#### ***srcStageMask***

Specifies which pipeline stages must complete executing prior commands (see [VkPipelineStageFlags](#) for more detail).

#### ***dstStageMask***

Specifies which pipeline stages do not begin executing subsequent commands until the barrier completes (see [VkPipelineStageFlags](#) for more detail).

#### ***byRegion***

Indicates whether the barrier has screen-space locality (described below).

#### ***memoryBarrierCount***

Number of memory barriers to insert after waiting for the pipe events.

#### ***ppMemoryBarriers***

Array of pointers to memory barrier structures specifying the parameters of the memory barriers to insert as part of the pipeline barrier. Each element of the array may point to a [VkMemoryBarrier](#), [VkBufferMemoryBarrier](#), or [VkImageMemoryBarrier](#) structure.

### 1.33.4 Description

**vkCmdPipelineBarrier** inserts a set of execution and memory barriers into the command buffer specified by *commandBuffer*. The number of barriers to insert is specified in *memoryBarrierCount* and the description of those barriers is specified in a number instances of the [VkMemoryBarrier](#), [VkBufferMemoryBarrier](#) or [VkImageMemoryBarrier](#) structures. The definitions of these structures are:

```
typedef struct VkMemoryBarrier {
    VkStructureType    sType;
    const void*        pNext;
    VkAccessFlags       srcAccessMask;
    VkAccessFlags       dstAccessMask;
} VkMemoryBarrier;
```

---

```
typedef struct VkBufferMemoryBarrier {
    VkStructureType    sType;
    const void*        pNext;
    VkAccessFlags       srcAccessMask;
    VkAccessFlags       dstAccessMask;
    uint32_t           srcQueueFamilyIndex;
    uint32_t           dstQueueFamilyIndex;
    VkBuffer            buffer;
    VkDeviceSize        offset;
    VkDeviceSize        size;
} VkBufferMemoryBarrier;
```

```
typedef struct VkImageMemoryBarrier {
    VkStructureType    sType;
    const void*        pNext;
    VkAccessFlags       srcAccessMask;
    VkAccessFlags       dstAccessMask;
    VkImageLayout       oldLayout;
    VkImageLayout       newLayout;
    uint32_t           srcQueueFamilyIndex;
    uint32_t           dstQueueFamilyIndex;
    VkImage             image;
    VkImageSubresourceRange subresourceRange;
} VkImageMemoryBarrier;
```

The *ppMemoryBarriers* parameter points to an array of pointers to these structures. Each element of *ppMemoryBarriers* may point to a different type of structure. The type of each structure is identified by its *sType* member. This should be set to `VK_STRUCTURE_TYPE_MEMORY_BARRIER`, `VK_STRUCTURE_TYPE_BUFFER_MEMORY_BARRIER` or `VK_STRUCTURE_TYPE_IMAGE_MEMORY_BARRIER` for [VkMemoryBarrier](#), [VkBufferMemoryBarrier](#) and [VkImageMemoryBarrier](#), respectively.

Writes as described by *outputMask* that were written by pipeline stages in *srcStageMask* prior to the barrier are made visible to reads as described by *inputMask* in pipeline stages in *dstStageMask* subsequent to the barrier. If *byRegion* is true, then the writes are made visible only to work in the same (implementation-dependent) screen-space region. This effectively requires that the subsequent work only reads data written by the same fragment location in the previous work. *byRegion* should only be set to true when the *srcStageMask* and *dstStageMask* only include screen-space work (fragment shader, early and late fragment tests, and/or attachment outputs).

In case of global memory barriers inserted by passing an [VkMemoryBarrier](#) structure to the command prior writes in the requested pipeline stages to any memory location corresponding to the set of memory output coherency flags specified in the *outputMask* member of the structure are made coherent with subsequent reads in the requested pipeline stages of any memory location corresponding to the set of memory input coherency flags specified in the *inputMask* member of the structure.

In case of buffer memory barriers inserted by passing an [VkBufferMemoryBarrier](#) structure to the command prior writes in the requested pipeline stages to the specified sub-range of the buffer corresponding to the set of memory output coherency flags specified in the *outputMask* member of the structure are made coherent with subsequent reads in the requested pipeline stages of the specified sub-range of the buffer corresponding to the set of memory input coherency flags specified in the *inputMask* member of the structure.

In case of image memory barriers inserted by passing an [VkImageMemoryBarrier](#) structure to the command prior writes in the requested pipeline stages to the specified sub-range of the image corresponding to the set of memory output coherency flags specified in the *outputMask* member of the structure are made coherent with subsequent reads in the requested pipeline stages of the specified sub-range of the image corresponding to the set of memory input coherency flags specified in the *inputMask* member of the structure. Additionally, if the *oldLayout* and *newLayout* members of the structure don't match a layout transition is performed on the specified sub-range of the image as part of the memory barrier.

In case of buffer and image memory barriers the *srcQueueFamilyIndex* and *dstQueueFamilyIndex* members of the corresponding memory barrier structures can specify the parameters of a transfer of ownership between two distinct families of queues of a shared buffer or image object created with the `VK_SHARING_MODE_EXCLUSIVE` sharing mode. In case of regular resource transitions both *srcQueueFamilyIndex* and *dstQueueFamilyIndex* should be set to `VK_QUEUE_FAMILY_IGNORE`.

---

ORED to indicate no transfer of ownership between queue families. In case of resource transitions involving ownership transfer of shared buffers or images one of these two members have to match the queue family index the command buffer specified by *commandBuffer* was created for, while the other should specify the queue family index the ownership transfer is released to or acquired from. Ownership transferring resource transitions have to be performed both on a queue from the source queue family and on a queue from the destination queue family (see [VkSharingMode](#) for more detail).

If the *inputMask* member is zero in any of the memory barrier structures then prior writes will only be coherent with any type of subsequent read after a future resource transition command specifies a non-empty set of memory input coherency control flags. This allows flushing device output caches unconditionally.

If the *outputMask* member is zero in any of the memory barrier structures then subsequent reads will only be coherent with any type of prior write if an earlier resource transition command specified a non-empty set of memory output coherency control flags. This allows invalidating device input caches unconditionally.

#### Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *srcStageMask* must be a valid combination of `VkPipelineStageFlagBits` values
- *srcStageMask* must not be 0
- *dstStageMask* must be a valid combination of `VkPipelineStageFlagBits` values
- *dstStageMask* must not be 0
- *dependencyFlags* must be a valid combination of `VkDependencyFlagBits` values
- If *memoryBarrierCount* is not 0, *pMemoryBarriers* must be a pointer to an array of *memoryBarrierCount* valid `VkMemoryBarrier` structures
- If *bufferMemoryBarrierCount* is not 0, *pBufferMemoryBarriers* must be a pointer to an array of *bufferMemoryBarrierCount* valid `VkBufferMemoryBarrier` structures
- If *imageMemoryBarrierCount* is not 0, *pImageMemoryBarriers* must be a pointer to an array of *imageMemoryBarrierCount* valid `VkImageMemoryBarrier` structures
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support transfer, graphics or compute operations
- If the [geometry shaders](#) feature is not enabled, *srcStageMask* must not contain `VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT`
- If the [geometry shaders](#) feature is not enabled, *dstStageMask* must not contain `VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT`
- If the [tessellation shaders](#) feature is not enabled, *srcStageMask* must not contain `VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT` or `VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT`
- If the [tessellation shaders](#) feature is not enabled, *dstStageMask* must not contain `VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT` or `VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT`
- If `vkCmdPipelineBarrier` is called within a render pass instance, the render pass must declare at least one self-dependency from the current subpass to itself - see [Subpass Self-dependency](#)

#### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized
-



Command Properties		
Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary Secondary	Both	TRANSFER GRAPHICS COMPUTE

1.33.5 See Also

[vkCmdWaitEvents](#), [VkMemoryBarrier](#), [VkBufferMemoryBarrier](#), [VkImageMemoryBarrier](#), [VkPipelineStageFlags](#)

---

## 1.34 vkCmdPushConstants(3)

### 1.34.1 Name

vkCmdPushConstants - Update the values of push constants.

### 1.34.2 C Specification

```
void vkCmdPushConstants(
    VkCommandBuffer          commandBuffer,
    VkPipelineLayout         layout,
    VkShaderStageFlags       stageFlags,
    uint32_t                 offset,
    uint32_t                 size,
    const void*              pValues);
```

### 1.34.3 Parameters

***commandBuffer***

A handle to the command buffer into which to insert the command.

***layout***

A handle to the pipeline layout describing the layout of the push constants.

***stageFlags***

A bitmask specifying the pipeline stages for which to update push constants.

***offset***

The offset of the first push constant to update in the layout.

***size***

The size of the push constants to update.

***pValues***

A pointer to a region of memory containing the new values for the push constants.

### 1.34.4 Description

**vkCmdPushConstants** updates the values of push constants for the command buffer specified by *commandBuffer*. Push constants become visible to the next drawing or dispatch command appended to *commandBuffer*. *layout* specifies a handle to a pipeline layout object containing the layout information for the push constants. *stageFlags* specifies the pipeline stages for which the push constant update is to be applied. This parameter is a bitwise combination of members of the [VkShaderStageFlagBits](#) enumeration and must match the shader stages used in the pipeline layout for the range specified by *offset* and *size*. The definition of [VkShaderStageFlagBits](#) is:

```
typedef enum VkShaderStageFlagBits {
    VK_SHADER_STAGE_VERTEX_BIT = 0x00000001,
    VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT = 0x00000002,
    VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT = 0x00000004,
    VK_SHADER_STAGE_GEOMETRY_BIT = 0x00000008,
    VK_SHADER_STAGE_FRAGMENT_BIT = 0x00000010,
    VK_SHADER_STAGE_COMPUTE_BIT = 0x00000020,
    VK_SHADER_STAGE_ALL_GRAPHICS = 0x0000001F,
    VK_SHADER_STAGE_ALL = 0x7FFFFFFF,
} VkShaderStageFlagBits;
```

---

*offset* and *size* specify the offset of the start of the region to be updated and its size, respectively. Both are in units of bytes.

*pValues* is a pointer to a region of *size* bytes of memory containing the new values for the specified push constants.

#### Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *layout* must be a valid `VkPipelineLayout` handle
- *stageFlags* must be a valid combination of `VkShaderStageFlagBits` values
- *stageFlags* must not be 0
- *pValues* must be a pointer to an array of *size* bytes
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support graphics or compute operations
- *size* must be greater than 0
- Each of *commandBuffer* and *layout* must have been created, allocated or retrieved from the same `VkDevice`
- *stageFlags* must match exactly the shader stages used in *layout* for the range specified by *offset* and *size*
- *offset* must be a multiple of 4
- *size* must be a multiple of 4
- *offset* must be less than `VkPhysicalDeviceLimits::maxPushConstantsSize`
- *size* must be less than or equal to `VkPhysicalDeviceLimits::maxPushConstantsSize` minus *offset*

#### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized

#### Command Properties

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary	Both	GRAPHICS
Secondary		COMPUTE

#### 1.34.5 See Also

[vkCreatePipelineLayout](#), [VkPipelineStageFlags](#)

---

## 1.35 vkCmdResetEvent(3)

### 1.35.1 Name

vkCmdResetEvent - Reset an event object to non-signaled state.

### 1.35.2 C Specification

```
void vkCmdResetEvent (
    VkCommandBuffer          commandBuffer,
    VkEvent                  event,
    VkPipelineStageFlags     stageMask);
```

### 1.35.3 Parameters

#### *commandBuffer*

The command buffer into which to insert the command.

#### *event*

The event object to reset to non-signaled state.

#### *stageMask*

Specifies when to reset the event (see [VkPipelineStageFlags](#) for more detail).

### 1.35.4 Description

**vkCmdResetEvent** causes the event object specified in *event* to be returned to the non-signaled state when the pipeline stages specified by *stageMask* have completed executing prior commands.

For definitions of the pipeline stages, see [VkPipelineStageFlags](#).

#### Valid Usage

- *commandBuffer* must be a valid [VkCommandBuffer](#) handle
  - *event* must be a valid [VkEvent](#) handle
  - *stageMask* must be a valid combination of [VkPipelineStageFlagBits](#) values
  - *stageMask* must not be 0
  - *commandBuffer* must be in the recording state
  - The [VkCommandPool](#) that *commandBuffer* was allocated from must support graphics or compute operations
  - This command must only be called outside of a render pass instance
  - Each of *commandBuffer* and *event* must have been created, allocated or retrieved from the same [VkDevice](#)
  - If the [geometry shaders](#) feature is not enabled, *stageMask* must not contain [VK\\_PIPELINE\\_STAGE\\_GEOMETRY\\_SHADER\\_BIT](#)
  - If the [tessellation shaders](#) feature is not enabled, *stageMask* must not contain [VK\\_PIPELINE\\_STAGE\\_TESSELLATION\\_CONTROL\\_SHADER\\_BIT](#) or [VK\\_PIPELINE\\_STAGE\\_TESSELLATION\\_EVALUATION\\_SHADER\\_BIT](#)
  - When this command executes, *event* must not be waited on by a **vkCmdWaitEvents** command that is currently executing
-

**Host Synchronization**

- Host access to *commandBuffer* must be externally synchronized

**Command Properties**

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary	Outside	GRAPHICS
Secondary		COMPUTE

**1.35.5 See Also**

[vkCmdSetEvent](#), [vkSetEvent](#), [vkResetEvent](#), [VkPipelineStageFlags](#)

---

## 1.36 vkCmdResetQueryPool(3)

### 1.36.1 Name

vkCmdResetQueryPool - Reset queries in a query pool.

### 1.36.2 C Specification

```
void vkCmdResetQueryPool (
    VkCommandBuffer          commandBuffer,
    VkQueryPool              queryPool,
    uint32_t                 firstQuery,
    uint32_t                 queryCount);
```

### 1.36.3 Parameters

***commandBuffer***

The command buffer into which the command is to be placed.

***queryPool***

The query pool containing the queries to be reset.

***startQuery***

The index of the first query to be reset.

***queryCount***

The number of queries to reset.

### 1.36.4 Description

**vkCmdResetQueryPool** resets *queryCount* starting at the entry index given by *startQuery* in the query pool specified by *queryPool*. The reset command is executed by the command buffer specified in *commandBuffer*. After execution, all queries are reset to inactive state and have zero values.

#### Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *queryPool* must be a valid `VkQueryPool` handle
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support graphics or compute operations
- This command must only be called outside of a render pass instance
- Each of *commandBuffer* and *queryPool* must have been created, allocated or retrieved from the same `VkDevice`
- *firstQuery* must be less than the number of queries in *queryPool*
- The sum of *firstQuery* and *queryCount* must be less than or equal to the number of queries in *queryPool*

#### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized
-

Command Properties		
Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary	Outside	GRAPHICS
Secondary		COMPUTE

**1.36.5 See Also**

[vkCmdBeginQuery](#), [vkCmdEndQuery](#), [vkCreateQueryPool](#), [vkDestroyQueryPool](#), [vkGetQueryPoolResults](#), [vkCmdCopyQueryPoolResults](#)

---

## 1.37 vkCmdResolveImage(3)

### 1.37.1 Name

vkCmdResolveImage - Resolve regions of an image.

### 1.37.2 C Specification

```
void vkCmdResolveImage(
    VkCommandBuffer          commandBuffer,
    VkImage                  srcImage,
    VkImageLayout            srcImageLayout,
    VkImage                  dstImage,
    VkImageLayout            dstImageLayout,
    uint32_t                 regionCount,
    const VkImageResolve*    pRegions);
```

### 1.37.3 Parameters

***commandBuffer***

The command buffer into which the command is to be placed.

***srcImage***

The image that is the source of the resolve operation.

***srcImageLayout***

The layout of the source image at the time of the resolve.

***dstImage***

The image into which image data is to be resolved.

***dstImageLayout***

The layout of the destination image at the time of the resolve.

***regionCount***

The number of regions to resolve.

***pRegions***

An array of image regions to resolve.

### 1.37.4 Description

**vkCmdResolveImage** resolves regions of a source image into a destination image. The source and destination images are specified in *srcImage* and *dstImage*, respectively. The layout of the source and destination images must be provided in *srcImageLayout* and *dstImageLayout*, respectively. *pRegions* is a pointer to an array of *regionCount* [VkImageResolve](#) structures, the definition of each is:

```
typedef struct VkImageResolve {
    VkImageSubresourceLayers  srcSubresource;
    VkOffset3D                srcOffset;
    VkImageSubresourceLayers  dstSubresource;
    VkOffset3D                dstOffset;
    VkExtent3D                extent;
} VkImageResolve;
```

---



**Valid Usage**

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *srcImage* must be a valid `VkImage` handle
- *srcImageLayout* must be a valid `VkImageLayout` value
- *dstImage* must be a valid `VkImage` handle
- *dstImageLayout* must be a valid `VkImageLayout` value
- *pRegions* must be a pointer to an array of *regionCount* valid `VkImageResolve` structures
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support graphics operations
- This command must only be called outside of a render pass instance
- *regionCount* must be greater than 0
- Each of *commandBuffer*, *srcImage* and *dstImage* must have been created, allocated or retrieved from the same `VkDevice`
- The source region specified by a given element of *pRegions* must be a region that is contained within *srcImage*
- The destination region specified by a given element of *pRegions* must be a region that is contained within *dstImage*
- The union of all source regions, and the union of all destination regions, specified by the elements of *pRegions*, must not overlap in memory
- *srcImage* must have a sample count equal to any valid sample count value other than `VK_SAMPLE_COUNT_1_BIT`
- *dstImage* must have a sample count equal to `VK_SAMPLE_COUNT_1_BIT`
- *srcImageLayout* must specify the layout of the image subresources of *srcImage* specified in *pRegions* at the time this command is executed on a `VkDevice`
- *srcImageLayout* must be either of `VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL` or `VK_IMAGE_LAYOUT_GENERAL`
- *dstImageLayout* must specify the layout of the image subresources of *dstImage* specified in *pRegions* at the time this command is executed on a `VkDevice`
- *dstImageLayout* must be either of `VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL` or `VK_IMAGE_LAYOUT_GENERAL`
- If *dstImage* was created with *tiling* equal to `VK_IMAGE_TILING_LINEAR`, *dstImage* must have been created with a *format* that supports being a color attachment, as specified by the `VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT` flag in `VkFormatProperties::linearTilingFeatures` returned by **`vkGetPhysicalDeviceFormatProperties`**
- If *dstImage* was created with *tiling* equal to `VK_IMAGE_TILING_OPTIMAL`, *dstImage* must have been created with a *format* that supports being a color attachment, as specified by the `VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT` flag in `VkFormatProperties::optimalTilingFeatures` returned by **`vkGetPhysicalDeviceFormatProperties`**

**Host Synchronization**

- Host access to *commandBuffer* must be externally synchronized

---

Command Properties		
Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary Secondary	Outside	GRAPHICS

#### 1.37.5 See Also

[vkCmdBlitImage](#), [vkCmdClearColorImage](#), [vkCmdClearDepthStencilImage](#)

---

## 1.38 vkCmdSetBlendConstants.txt(3)

### 1.38.1 Name

vkCmdSetBlendConstants - Set the values of blend constants.

### 1.38.2 C Specification

```
void vkCmdSetBlendConstants(
    VkCommandBuffer          commandBuffer,
    const float               blendConstants[4]);
```

### 1.38.3 Parameters

***commandBuffer***

The command buffer into which to insert the command.

***blendConstants***

An array of values specifying the new blend constants.

### 1.38.4 Description

**vkCmdSetBlendConstants** sets the blend constants for the command buffer specified by *commandBuffer* to the values specified in the four element array *blendConstants*. Blend constants may be modified only if the current pipeline state object was created with the VK\_DYNAMIC\_STATE\_BLEND\_CONSTANTS dynamic state enabled. When a pipeline that does not have VK\_DYNAMIC\_STATE\_BLEND\_CONSTANTS dynamic state enabled is first bound, the values of the blend constants are taken from the pipeline and attempts to change them using **vkCmdSetBlendConstants** results in undefined behavior. When a pipeline does have VK\_DYNAMIC\_STATE\_BLEND\_CONSTANTS dynamic state enabled is first bound, the current values of the blend constants become undefined and must be set using a call to **vkCmdSetBlendConstants**.

#### Valid Usage

- *commandBuffer* must be a valid VkCommandBuffer handle
- *commandBuffer* must be in the recording state
- The VkCommandPool that *commandBuffer* was allocated from must support graphics operations
- The currently bound graphics pipeline must have been created with the VK\_DYNAMIC\_STATE\_BLEND\_CONSTANTS dynamic state enabled

#### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized

#### Command Properties

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary	Both	GRAPHICS
Secondary		

### 1.38.5 See Also

[vkCreateGraphicsPipelines](#), [VkPipelineDynamicStateCreateInfo](#)

---

## 1.39 vkCmdSetDepthBias(3)

### 1.39.1 Name

vkCmdSetDepthBias - Set the depth bias dynamic state.

### 1.39.2 C Specification

```
void vkCmdSetDepthBias(
    VkCommandBuffer          commandBuffer,
    float                    depthBiasConstantFactor,
    float                    depthBiasClamp,
    float                    depthBiasSlopeFactor);
```

### 1.39.3 Parameters

***commandBuffer***

A handle to the command buffer into which to insert the command.

***depthBiasConstantFactor***

The constant bias factor.

***depthBiasClamp***

The bias clamp factor.

***depthBiasSlopeFactor***

The bias slope factor.

### 1.39.4 Description

**vkCmdSetDepthBias** sets the depth bias parameters for the command buffer specified by *commandBuffer*. The *depthBiasConstantFactor*, *depthBiasClamp* and *depthBiasSlopeFactor* parameters specify the new values for the depth bias calculation. The graphics pipeline bound to *commandBuffer* must have the VK\_DYNAMIC\_STATE\_DEPTH\_BIAS dynamic state enabled. When a pipeline that does not have VK\_DYNAMIC\_STATE\_DEPTH\_BIAS dynamic state enabled is first bound, the values of the depth bias parameters are taken from the pipeline and attempts to change them using **vkCmdSetBlendConstants** results in undefined behavior. When a pipeline does have VK\_DYNAMIC\_STATE\_DEPTH\_BIAS dynamic state enabled is first bound, the current values of the depth bias parameters become undefined and must be set using a call to **vkCmdSetDepthBias**.

#### Valid Usage

- *commandBuffer* must be a valid VkCommandBuffer handle
- *commandBuffer* must be in the recording state
- The VkCommandPool that *commandBuffer* was allocated from must support graphics operations
- The currently bound graphics pipeline must have been created with the VK\_DYNAMIC\_STATE\_DEPTH\_BIAS dynamic state enabled
- If the [depth bias clamping](#) feature is not enabled, *depthBiasClamp* must be 0.0

#### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized
-

Command Properties		
Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary	Both	GRAPHICS
Secondary		

1.39.5 See Also

[vkCreateGraphicsPipelines](#), [VkPipelineDynamicStateCreateInfo](#)

---

## 1.40 vkCmdSetDepthBounds(3)

### 1.40.1 Name

vkCmdSetDepthBounds - Set the depth bounds test values for a command buffer.

### 1.40.2 C Specification

```
void vkCmdSetDepthBounds (
    VkCommandBuffer          commandBuffer,
    float                    minDepthBounds,
    float                    maxDepthBounds);
```

### 1.40.3 Parameters

***commandBuffer***

The command buffer into which to insert the command.

***minDepthBounds***

The minimum value for the depth bounds test range.

***maxDepthBounds***

The maximum value for the depth bounds test range.

### 1.40.4 Description

**vkCmdSetDepthBounds** sets the minimum and maximum values for the depth bounds test for the command buffer specified in *commandBuffer*. *minDepthBounds* and *maxDepthBounds* specify the minimum and maximum values for the depth bounds test respectively. A the value stored in the current depth attachment at a fragment's location lies between *minDepthBounds* and *maxDepthBounds*, then the depth bounds test passes, otherwise the test fails and the fragment's coverage bit is cleared.

The graphics pipeline bound to *commandBuffer* must have the VK\_DYNAMIC\_STATE\_DEPTH\_BOUNDS dynamic state enabled. When a pipeline that does not have VK\_DYNAMIC\_STATE\_DEPTH\_BOUNDS dynamic state enabled is first bound, the values of the depth bias parameters are taken from the pipeline and attempts to change them using **vkCmdSetBlend Constants** results in undefined behavior. When a pipeline does have VK\_DYNAMIC\_STATE\_DEPTH\_BOUNDS dynamic state enabled is first bound, the current values of the depth bias parameters become undefined and must be set using a call to **vkCmdSetDepthBias**.

If the depth bounds test for the current pipeline is not enabled, then it is as if the depth bounds test always passes and the values of *minDepthBounds* and *maxDepthBounds* are ignored.

The value of *maxDepthBounds* must be greater than or equal to the value of *minDepthBounds*.

#### Valid Usage

- *commandBuffer* must be a valid VkCommandBuffer handle
  - *commandBuffer* must be in the recording state
  - The VkCommandPool that *commandBuffer* was allocated from must support graphics operations
  - The currently bound graphics pipeline must have been created with the VK\_DYNAMIC\_STATE\_DEPTH\_BOUNDS dynamic state enabled
  - *minDepthBounds* must be between 0.0 and 1.0, inclusive
  - *maxDepthBounds* must be between 0.0 and 1.0, inclusive
-

**Host Synchronization**

- Host access to *commandBuffer* must be externally synchronized

**Command Properties**

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary Secondary	Both	GRAPHICS

**1.40.5 See Also**

[vkCmdSetDepthBias](#), [vkCreateGraphicsPipelines](#), [VkPipelineDynamicStateCreateInfo](#)

---

## 1.41 vkCmdSetEvent(3)

### 1.41.1 Name

vkCmdSetEvent - Set an event object to signaled state.

### 1.41.2 C Specification

```
void vkCmdSetEvent (
    VkCommandBuffer          commandBuffer,
    VkEvent                  event,
    VkPipelineStageFlags     stageMask);
```

### 1.41.3 Parameters

***commandBuffer***

The command buffer into which to insert the command.

***event***

The event object to set to signaled state.

***stageMask***

Specifies when the event becomes signaled (see [VkPipelineStageFlags](#) for more detail).

### 1.41.4 Description

**vkCmdSetEvent** causes the event object specified in *event* to be moved to the signaled state when the pipeline stages specified by *stageMask* have completed executing prior commands.

For definitions of the pipeline stages, see [VkPipelineStageFlags](#).

#### Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *event* must be a valid `VkEvent` handle
- *stageMask* must be a valid combination of [VkPipelineStageFlagBits](#) values
- *stageMask* must not be 0
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support graphics or compute operations
- This command must only be called outside of a render pass instance
- Each of *commandBuffer* and *event* must have been created, allocated or retrieved from the same `VkDevice`
- If the [geometry shaders](#) feature is not enabled, *stageMask* must not contain `VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT`
- If the [tessellation shaders](#) feature is not enabled, *stageMask* must not contain `VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT` or `VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT`

#### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized
-



Command Properties		
Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary	Outside	GRAPHICS
Secondary		COMPUTE

1.41.5 See Also

[vkCmdResetEvent](#), [vkSetEvent](#), [vkResetEvent](#), [VkPipelineStageFlags](#)

## 1.42 vkCmdSetLineWidth(3)

### 1.42.1 Name

vkCmdSetLineWidth - Set the dynamic line width state.

### 1.42.2 C Specification

```
void vkCmdSetLineWidth(
    VkCommandBuffer      commandBuffer,
    float                 lineWidth);
```

### 1.42.3 Parameters

***commandBuffer***

The command buffer into which to insert the command.

***lineWidth***

The new line width.

### 1.42.4 Description

**vkCmdSetLineWidth** sets the dynamic line width for the command buffer specified in *commandBuffer* to the value specified in *lineWidth*. Line primitives drawn subsequent to this command, either directly using line topologies or by generation of line primitives mid-pipeline, will assume the specified width.

Dynamic line width may be modified only if the current pipeline state object was created with the `VK_DYNAMIC_STATE_LINE_WIDTH` dynamic state enabled. When a pipeline that does not have `VK_DYNAMIC_STATE_LINE_WIDTH` dynamic state enabled is first bound, the line width is taken from the pipeline and attempts to change it using **vkCmdSetLineWidth** results in undefined behavior. When a pipeline does have `VK_DYNAMIC_STATE_LINE_WIDTH` dynamic state enabled is first bound, the current value for line width becomes undefined and must be set using a call to **vkCmdSetLineWidth**.

**Valid Usage**

- commandBuffer* must be a valid `VkCommandBuffer` handle
- commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support graphics operations
- The currently bound graphics pipeline must have been created with the `VK_DYNAMIC_STATE_LINE_WIDTH` dynamic state enabled
- If the [wide lines](#) feature is not enabled, *lineWidth* must be 1.0

**Host Synchronization**

- Host access to *commandBuffer* must be externally synchronized

**Command Properties**

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary	Both	GRAPHICS
Secondary		

#### 1.42.5 See Also

[vkCmdSetDepthBias](#), [vkCreateGraphicsPipelines](#), [VkPipelineDynamicStateCreateInfo](#)

---

---

## 1.43 vkCmdSetScissor(3)

### 1.43.1 Name

vkCmdSetScissor - Set the dynamic scissor rectangles on a command buffer.

### 1.43.2 C Specification

```
void vkCmdSetScissor(
    VkCommandBuffer      commandBuffer,
    uint32_t              firstScissor,
    uint32_t              scissorCount,
    const VkRect2D*       pScissors);
```

### 1.43.3 Parameters

***commandBuffer***

The command buffer into which to insert the command.

***scissorCount***

The number of scissor rectangles to update.

***pScissors***

A pointer to an array of structures defining the new scissor rectangles.

### 1.43.4 Description

**vkCmdSetScissor** sets the dynamic scissor state on the command buffer specified in *commandBuffer*. *scissorCount* specifies the number of scissor rectangles to update and *pScissors* is pointer to an array of [VkRect2D](#) structures defining the new scissor rectangles. The definition of [VkRect2D](#) is:

```
typedef struct VkRect2D {
    VkOffset2D    offset;
    VkExtent2D    extent;
} VkRect2D;
```

The *offset* and *extent* members of [VkRect2D](#) specify the origin and size of the scissor rectangle, respectively. The rectangles numbered zero through *scissorCount* are updated and any remaining scissor rectangles become undefined.

The graphics pipeline bound to *commandBuffer* must have the `VK_DYNAMIC_STATE_SCISSOR` dynamic state enabled. When a pipeline that does not have `VK_DYNAMIC_STATE_SCISSOR` dynamic state enabled is first bound, the origins and extents are taken from the pipeline and attempts to change them using **vkCmdSetScissor** results in undefined behavior. When a pipeline does have `VK_DYNAMIC_STATE_SCISSOR` dynamic state enabled is first bound, the current values of the scissor rectangle origins and extents become undefined and must be set using a call to **vkCmdSetScissor**.

---

**Valid Usage**

- *commandBuffer* must be a valid *VkCommandBuffer* handle
- *pScissors* must be a pointer to an array of *scissorCount* *VkRect2D* structures
- *commandBuffer* must be in the recording state
- The *VkCommandPool* that *commandBuffer* was allocated from must support graphics operations
- *scissorCount* must be greater than 0
- The currently bound graphics pipeline must have been created with the *VK\_DYNAMIC\_STATE\_SCISSOR* dynamic state enabled
- *firstScissor* must be less than *VkPhysicalDeviceLimits::maxViewports*
- The sum of *firstScissor* and *scissorCount* must be between 1 and *VkPhysicalDeviceLimits::maxViewports*, inclusive
- The *x* and *y* members of *offset* must be greater than or equal to 0
- Evaluation of (*offset.x* + *extent.width*) must not cause a signed integer addition overflow
- Evaluation of (*offset.y* + *extent.height*) must not cause a signed integer addition overflow

**Host Synchronization**

- Host access to *commandBuffer* must be externally synchronized

**Command Properties**

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary Secondary	Both	GRAPHICS

**1.43.5 See Also**

[vkCreateGraphicsPipelines](#), [VkPipelineDynamicStateCreateInfo](#)

---

## 1.44 vkCmdSetStencilCompareMask(3)

### 1.44.1 Name

vkCmdSetStencilCompareMask - Set the stencil compare mask dynamic state.

### 1.44.2 C Specification

```
void vkCmdSetStencilCompareMask (
    VkCommandBuffer          commandBuffer,
    VkStencilFaceFlags       faceMask,
    uint32_t                 compareMask);
```

### 1.44.3 Parameters

***commandBuffer***

The command buffer into which to insert the command.

***faceMask***

The face or faces to which the new mask is to apply.

***compareMask***

The new value to use for the stencil compare mask.

### 1.44.4 Description

**vkCmdSetStencilCompareMask** sets the mask value used for stencil comparisons on the command buffer specified by *commandBuffer*. *faceMask* specifies the face or faces to which the new values are applied. It is a bitmask comprised of members of the [VkStencilFaceFlagBits](#) enumeration, the definition of which is:

```
typedef enum VkStencilFaceFlagBits {
    VK_STENCIL_FACE_FRONT_BIT = 0x00000001,
    VK_STENCIL_FACE_BACK_BIT = 0x00000002,
    VK_STENCIL_FACE_FRONT_AND_BACK = 0x00000003,
} VkStencilFaceFlagBits;
```

The graphics pipeline bound to *commandBuffer* must have the `VK_DYNAMIC_STATE_STENCIL_COMPARE_MASK` dynamic state enabled. When a pipeline that does not have `VK_DYNAMIC_STATE_STENCIL_COMPARE_MASK` dynamic state enabled is first bound, the value of the stencil compare mask is taken from the pipeline and attempts to change it using **vkCmdSetStencilCompareMask** results in undefined behavior. When a pipeline does have `VK_DYNAMIC_STATE_STENCIL_COMPARE_MASK` dynamic state enabled is bound, the current value of the stencil compare mask becomes undefined and must be set using a call to **vkCmdSetStencilCompareMask**.

If the stencil test is disabled in the current graphics pipeline, then the value of the stencil compare mask is ignored.

#### Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
  - *faceMask* must be a valid combination of [VkStencilFaceFlagBits](#) values
  - *faceMask* must not be 0
  - *commandBuffer* must be in the recording state
  - The `VkCommandPool` that *commandBuffer* was allocated from must support graphics operations
  - The currently bound graphics pipeline must have been created with the `VK_DYNAMIC_STATE_STENCIL_COMPARE_MASK` dynamic state enabled
-

**Host Synchronization**

- Host access to *commandBuffer* must be externally synchronized

**Command Properties**

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary Secondary	Both	GRAPHICS

**1.44.5 See Also**

[vkCreateGraphicsPipelines](#), [vkCmdSetStencilWriteMask](#), [vkCmdSetStencilReference](#), [VkPipelineDynamicStateCreateInfo](#)

---

## 1.45 vkCmdSetStencilReference(3)

### 1.45.1 Name

vkCmdSetStencilReference - Set the stencil reference dynamic state.

### 1.45.2 C Specification

```
void vkCmdSetStencilReference(
    VkCommandBuffer          commandBuffer,
    VkStencilFaceFlags       faceMask,
    uint32_t                 reference);
```

### 1.45.3 Parameters

***commandBuffer***

The command buffer into which to insert the command.

***faceMask***

The face or faces to which the command is to apply.

***reference***

The new value for the stencil reference dynamic state.

### 1.45.4 Description

**vkCmdSetStencilReference** sets the reference value used for stencil comparisons on the command buffer specified by *commandBuffer*. *faceMask* specifies the face or faces to which the new values are applied. It is a bitmask comprised of members of the [VkStencilFaceFlagBits](#) enumeration, the definition of which is:

```
typedef enum VkStencilFaceFlagBits {
    VK_STENCIL_FACE_FRONT_BIT = 0x00000001,
    VK_STENCIL_FACE_BACK_BIT = 0x00000002,
    VK_STENCIL_FACE_FRONT_AND_BACK = 0x00000003,
} VkStencilFaceFlagBits;
```

The graphics pipeline bound to *commandBuffer* must have the `VK_DYNAMIC_STATE_STENCIL_REFERENCE` dynamic state enabled. When a pipeline that does not have `VK_DYNAMIC_STATE_STENCIL_REFERENCE` dynamic state enabled is first bound, the value of the stencil reference value is taken from the pipeline and attempts to change it using **vkCmdSetStencilReference** results in undefined behavior. When a pipeline does have `VK_DYNAMIC_STATE_STENCIL_REFERENCE` dynamic state enabled is bound, the current value of the stencil reference value becomes undefined and must be set using a call to **vkCmdSetStencilReference**.

If the stencil test is disabled in the current graphics pipeline, then the value of the stencil compare mask is ignored.

#### Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
  - *faceMask* must be a valid combination of [VkStencilFaceFlagBits](#) values
  - *faceMask* must not be 0
  - *commandBuffer* must be in the recording state
  - The `VkCommandPool` that *commandBuffer* was allocated from must support graphics operations
  - The currently bound graphics pipeline must have been created with the `VK_DYNAMIC_STATE_STENCIL_REFERENCE` dynamic state enabled
-



**Host Synchronization**

- Host access to *commandBuffer* must be externally synchronized

**Command Properties**

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary Secondary	Both	GRAPHICS

**1.45.5 See Also**

[vkCreateGraphicsPipelines](#), [vkCmdSetStencilCompareMask](#), [vkCmdSetStencilWriteMask](#), [VkPipelineDynamicStateCreateInfo](#)

---

## 1.46 vkCmdSetStencilWriteMask(3)

### 1.46.1 Name

vkCmdSetStencilWriteMask - Set the stencil write mask dynamic state.

### 1.46.2 C Specification

```
void vkCmdSetStencilWriteMask(
    VkCommandBuffer          commandBuffer,
    VkStencilFaceFlags       faceMask,
    uint32_t                 writeMask);
```

### 1.46.3 Parameters

***commandBuffer***

The command buffer into which to insert the command.

***faceMask***

The face or faces to which the new mask is to apply.

***writeMask***

The new value to use for the stencil compare mask.

### 1.46.4 Description

**vkCmdSetStencilWriteMask** sets the mask value used for stencil writes on the command buffer specified by *commandBuffer* to *writeMask*. *faceMask* specifies the face or faces to which the new values are applied. It is a bitmask comprised of members of the [VkStencilFaceFlagBits](#) enumeration, the definition of which is:

```
typedef enum VkStencilFaceFlagBits {
    VK_STENCIL_FACE_FRONT_BIT = 0x00000001,
    VK_STENCIL_FACE_BACK_BIT = 0x00000002,
    VK_STENCIL_FACE_FRONT_AND_BACK = 0x00000003,
} VkStencilFaceFlagBits;
```

The graphics pipeline bound to *commandBuffer* must have the `VK_DYNAMIC_STATE_STENCIL_WRITE_MASK` dynamic state enabled. When a pipeline that does not have `VK_DYNAMIC_STATE_STENCIL_WRITE_MASK` dynamic state enabled is first bound, the value of the stencil write mask is taken from the pipeline and attempts to change it using **vkCmdSetStencilWriteMask** results in undefined behavior. When a pipeline does have `VK_DYNAMIC_STATE_STENCIL_WRITE_MASK` dynamic state enabled is bound, the current value of the stencil write mask becomes undefined and must be set using a call to **vkCmdSetStencilWriteMask**.

If the stencil test is disabled in the current graphics pipeline, then the value of the stencil write mask is ignored.

#### Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
  - *faceMask* must be a valid combination of [VkStencilFaceFlagBits](#) values
  - *faceMask* must not be 0
  - *commandBuffer* must be in the recording state
  - The `VkCommandPool` that *commandBuffer* was allocated from must support graphics operations
  - The currently bound graphics pipeline must have been created with the `VK_DYNAMIC_STATE_STENCIL_WRITE_MASK` dynamic state enabled
-

**Host Synchronization**

- Host access to `commandBuffer` must be externally synchronized

**Command Properties**

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary Secondary	Both	GRAPHICS

**1.46.5 See Also**

[vkCreateGraphicsPipelines](#), [vkCmdSetStencilCompareMask](#), [vkCmdSetStencilReference](#), [VkPipelineDynamicStateCreateInfo](#)

---

## 1.47 vkCmdSetViewport(3)

### 1.47.1 Name

vkCmdSetViewport - Set the viewport on a command buffer.

### 1.47.2 C Specification

```
void vkCmdSetViewport (
    VkCommandBuffer          commandBuffer,
    uint32_t                 firstViewport,
    uint32_t                 viewportCount,
    const VkViewport*        pViewports);
```

### 1.47.3 Parameters

***commandBuffer***

The command buffer into which to insert the command.

***viewportCount***

The number of viewport rectangles to set.

***pViewports***

A pointer to an array of structures describing the viewports.

### 1.47.4 Description

**vkCmdSetViewport** sets the dynamic viewport state for the command buffer specified in *commandBuffer*. *viewportCount* is the number of viewports to update and *pViewports* is a pointer to an array of [VkViewport](#) structures describing the new viewport state. The definition of [VkViewport](#) is:

```
typedef struct VkViewport {
    float    x;
    float    y;
    float    width;
    float    height;
    float    minDepth;
    float    maxDepth;
} VkViewport;
```

The *x* and *y* members of [VkViewport](#) specifies the upper left corner of the viewport rectangle, in pixels. The *width* and *height* parameters specify the size of the rectangle, and are also expressed in pixels. The *minDepth* and *maxDepth* members specify the depth range for the viewport.

The viewports numbered zero through *viewportCount* are updated and any remaining viewports become undefined.

The graphics pipeline bound to *commandBuffer* must have the `VK_DYNAMIC_STATE_VIEWPORT` dynamic state enabled. When a pipeline that does not have `VK_DYNAMIC_STATE_VIEWPORT` dynamic state enabled is first bound, the origins and extents of the viewports are taken from the pipeline and attempts to change them using **vkCmdSetViewport** results in undefined behavior. When a pipeline does have `VK_DYNAMIC_STATE_VIEWPORT` dynamic state enabled is first bound, the current values of the viewport rectangle origins and extents become undefined and must be set using a call to **vkCmdSetViewport**.

---

**Valid Usage**

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *pViewports* must be a pointer to an array of *viewportCount* valid `VkViewport` structures
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support graphics operations
- *viewportCount* must be greater than 0
- The currently bound graphics pipeline must have been created with the `VK_DYNAMIC_STATE_VIEWPORT` dynamic state enabled
- *firstViewport* must be less than `VkPhysicalDeviceLimits::maxViewports`
- The sum of *firstViewport* and *viewportCount* must be between 1 and `VkPhysicalDeviceLimits::maxViewports`, inclusive

**Host Synchronization**

- Host access to *commandBuffer* must be externally synchronized

**Command Properties**

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary Secondary	Both	GRAPHICS

**1.47.5 See Also**

[vkCreateGraphicsPipelines](#), [VkPipelineDynamicStateCreateInfo](#)

---

## 1.48 vkCmdUpdateBuffer(3)

### 1.48.1 Name

vkCmdUpdateBuffer - Update a buffer's contents from host memory.

### 1.48.2 C Specification

```
void vkCmdUpdateBuffer(
    VkCommandBuffer          commandBuffer,
    VkBuffer                  dstBuffer,
    VkDeviceSize              dstOffset,
    VkDeviceSize              dataSize,
    const uint32_t*           pData);
```

### 1.48.3 Parameters

***commandBuffer***

The command buffer into which the command is to be placed.

***dstBuffer***

The destination buffer.

***dstOffset***

The offset within *dstBuffer* where the data is to be placed.

***dataSize***

The size, in bytes of the data to be transferred into the buffer.

***pData***

A pointer to the data to be transferred into the buffer.

### 1.48.4 Description

**vkCmdUpdateBuffer** updates the content of the buffer object specified in *dstBuffer* with the *dataSize* bytes of host memory sourced from *pData*. The data is placed at the offset specified by *dstOffset* into the buffer object.

---

**Valid Usage**

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *dstBuffer* must be a valid `VkBuffer` handle
- *pData* must be a pointer to an array of  $\frac{dataSize}{4}$  `uint32_t` values
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support transfer, graphics or compute operations
- This command must only be called outside of a render pass instance
- Each of *commandBuffer* and *dstBuffer* must have been created, allocated or retrieved from the same `VkDevice`
- *dataSize* must be greater than 0
- *dstOffset* must be less than the size of *dstBuffer*
- *dataSize* must be less than or equal to the size of *dstBuffer* minus *dstOffset*
- *dstBuffer* must have been created with `VK_BUFFER_USAGE_TRANSFER_DST_BIT` usage flag
- *dstOffset* must be a multiple of 4
- *dataSize* must be less than or equal to 65536
- *dataSize* must be a multiple of 4

**Host Synchronization**

- Host access to *commandBuffer* must be externally synchronized

**Command Properties**

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary Secondary	Outside	TRANSFER GRAPHICS COMPUTE

**1.48.5 See Also**

[vkCmdCopyBuffer](#)

---

## 1.49 vkCmdWaitEvents(3)

### 1.49.1 Name

vkCmdWaitEvents - Wait for one or more events and insert a set of memory barriers.

### 1.49.2 C Specification

```
void vkCmdWaitEvents(
    VkCommandBuffer          commandBuffer,
    uint32_t                 eventCount,
    const VkEvent*           pEvents,
    VkPipelineStageFlags     srcStageMask,
    VkPipelineStageFlags     dstStageMask,
    uint32_t                 memoryBarrierCount,
    const VkMemoryBarrier*   pMemoryBarriers,
    uint32_t                 bufferMemoryBarrierCount,
    const VkBufferMemoryBarrier* pBufferMemoryBarriers,
    uint32_t                 imageMemoryBarrierCount,
    const VkImageMemoryBarrier* pImageMemoryBarriers);
```

### 1.49.3 Parameters

#### **commandBuffer**

The command buffer in which to wait.

#### **eventCount**

Number of event objects to wait on.

#### **pEvents**

Array of *eventCount* number of event objects to wait on.

#### **srcStageMask**

Mask of pipeline stages used to signal all of the events in *pEvents*.

#### **dstStageMask**

Specifies which pipeline stages must wait for the events to become signaled (see [VkPipelineStageFlags](#) for more detail).

#### **memoryBarrierCount**

Number of memory barriers to insert after waiting for the events.

#### **ppMemoryBarriers**

Array of pointers to memory barrier structures specifying the parameters of the memory barriers to insert after waiting for the events. Each element of the array may point to a [VkMemoryBarrier](#), [VkBufferMemoryBarrier](#), or [VkImageMemoryBarrier](#) structure.

### 1.49.4 Description

**vkCmdWaitEvents** waits for a number of event objects to become signaled and inserts a set of memory barriers into the command buffer specified by *commandBuffer*.

**vkCmdWaitEvents** waits for each of the *eventCount* event object specified by *pEvents* to become signaled. The point at which each is signaled must have been specified in the command that caused the object to become signaled (either **vkSetEvent** or **vkCmdSetEvent**) and must also have the corresponding bit set in *srcStageMask*.

The *ppMemoryBarriers* parameter is a pointer to an array of *memoryBarrierCount* structures defining the parameters of memory barriers to insert after waiting for each of the events. Each element of the array may be an instance of [VkMemoryBarrier](#), [VkBufferMemoryBarrier](#), or [VkImageMemoryBarrier](#), the definitions of each are, respectively:

---



```
typedef struct VkMemoryBarrier {
    VkStructureType    sType;
    const void*        pNext;
    VkAccessFlags       srcAccessMask;
    VkAccessFlags       dstAccessMask;
} VkMemoryBarrier;
```

```
typedef struct VkBufferMemoryBarrier {
    VkStructureType    sType;
    const void*        pNext;
    VkAccessFlags       srcAccessMask;
    VkAccessFlags       dstAccessMask;
    uint32_t           srcQueueFamilyIndex;
    uint32_t           dstQueueFamilyIndex;
    VkBuffer            buffer;
    VkDeviceSize        offset;
    VkDeviceSize        size;
} VkBufferMemoryBarrier;
```

```
typedef struct VkImageMemoryBarrier {
    VkStructureType    sType;
    const void*        pNext;
    VkAccessFlags       srcAccessMask;
    VkAccessFlags       dstAccessMask;
    VkImageLayout       oldLayout;
    VkImageLayout       newLayout;
    uint32_t           srcQueueFamilyIndex;
    uint32_t           dstQueueFamilyIndex;
    VkImage             image;
    VkImageSubresourceRange subresourceRange;
} VkImageMemoryBarrier;
```

The memory barriers specified by *ppMemoryBarriers* cause writes as described by *outputMask* that were written by pipeline stages in *srcStageMask* prior to the wait to be made visible to reads as described by *inputMask* in pipeline stages in *dstStageMask* subsequent to the wait.

In case of global memory barriers inserted by passing an [VkMemoryBarrier](#) structure to the command prior writes in the requested pipeline stages to any memory location corresponding to the set of memory output coherency flags specified in the *outputMask* member of the structure are made coherent with subsequent reads in the requested pipeline stages of any memory location corresponding to the set of memory input coherency flags specified in the *inputMask* member of the structure.

In case of buffer memory barriers inserted by passing an [VkBufferMemoryBarrier](#) structure to the command prior writes in the requested pipeline stages to the specified sub-range of the buffer corresponding to the set of memory output coherency flags specified in the *outputMask* member of the structure are made coherent with subsequent reads in the requested pipeline stages of the specified sub-range of the buffer corresponding to the set of memory input coherency flags specified in the *inputMask* member of the structure.

In case of image memory barriers inserted by passing an [VkImageMemoryBarrier](#) structure to the command prior writes in the requested pipeline stages to the specified sub-range of the image corresponding to the set of memory output coherency flags specified in the *outputMask* member of the structure are made coherent with subsequent reads in the requested pipeline stages of the specified sub-range of the image corresponding to the set of memory input coherency flags specified in the *inputMask* member of the structure. Additionally, if the *oldLayout* and *newLayout* members of the structure don't match a layout transition is performed on the specified sub-range of the image as part of the memory barrier.

In case of buffer and image memory barriers the *srcQueueFamilyIndex* and *dstQueueFamilyIndex* members of the corresponding memory barrier structures can specify the parameters of a transfer of ownership between two distinct families of queues of a shared buffer or image object created with the `VK_SHARING_MODE_EXCLUSIVE` sharing mode. In case of regular resource transitions both *srcQueueFamilyIndex* and *dstQueueFamilyIndex* should be set to `VK_QUEUE_FAMILY_IGNORED` to indicate no transfer of ownership between queue families. In case of resource transitions involving ownership transfer of shared buffers or images one of these two members have to match the queue family index the command buffer specified by

---

*commandBuffer* was created for, while the other should specify the queue family index the ownership transfer is released to or acquired from. Ownership transferring resource transitions have to be performed both on a queue from the source queue family and on a queue from the destination queue family (see [VkSharingMode](#) for more detail).

If *inputMask* is zero in any of the memory barrier structures then prior writes will only be coherent with any type of subsequent read after a future resource transition command specifies a non-empty set of memory input coherency control flags. This allows flushing device output caches unconditionally.

If *outputMask* is zero in any of the memory barrier structures then subsequent reads will only be coherent with any type of prior write if an earlier resource transition command specified a non-empty set of memory output coherency control flags. This allows invalidating device input caches unconditionally.

#### Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *pEvents* must be a pointer to an array of *eventCount* valid `VkEvent` handles
- *srcStageMask* must be a valid combination of `VkPipelineStageFlagBits` values
- *srcStageMask* must not be 0
- *dstStageMask* must be a valid combination of `VkPipelineStageFlagBits` values
- *dstStageMask* must not be 0
- If *memoryBarrierCount* is not 0, *pMemoryBarriers* must be a pointer to an array of *memoryBarrierCount* valid `VkMemoryBarrier` structures
- If *bufferMemoryBarrierCount* is not 0, *pBufferMemoryBarriers* must be a pointer to an array of *bufferMemoryBarrierCount* valid `VkBufferMemoryBarrier` structures
- If *imageMemoryBarrierCount* is not 0, *pImageMemoryBarriers* must be a pointer to an array of *imageMemoryBarrierCount* valid `VkImageMemoryBarrier` structures
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support graphics or compute operations
- *eventCount* must be greater than 0
- Each of *commandBuffer* and the elements of *pEvents* must have been created, allocated or retrieved from the same `VkDevice`
- *srcStageMask* must be the bitwise OR of the *stageMask* parameter used in previous calls to **`vkCmdSetEvent`** with any of the members of *pEvents* and `VK_PIPELINE_STAGE_HOST_BIT` if any of the members of *pEvents* was set using **`vkSetEvent`**
- If the [geometry shaders](#) feature is not enabled, *srcStageMask* must not contain `VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT`
- If the [geometry shaders](#) feature is not enabled, *dstStageMask* must not contain `VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT`
- If the [tessellation shaders](#) feature is not enabled, *srcStageMask* must not contain `VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT` or `VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT`
- If the [tessellation shaders](#) feature is not enabled, *dstStageMask* must not contain `VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT` or `VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT`
- If *pEvents* includes one or more events that will be signaled by **`vkSetEvent`** after *commandBuffer* has been submitted to a queue, then **`vkCmdWaitEvents`** must not be called inside a render pass instance

**Host Synchronization**

- Host access to *commandBuffer* must be externally synchronized

**Command Properties**

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary	Both	GRAPHICS
Secondary		COMPUTE

**1.49.5 See Also**

[vkCmdSetEvent](#), [vkCmdResetEvent](#), [vkSetEvent](#), [vkResetEvent](#), [vkCmdPipelineBarrier](#), [VkMemoryBarrier](#), [VkBufferMemoryBarrier](#), [VkImageMemoryBarrier](#), [VkPipelineStageFlagBits](#)

---

## 1.50 vkCmdWriteTimestamp(3)

### 1.50.1 Name

vkCmdWriteTimestamp - Write a device timestamp into a query object.

### 1.50.2 C Specification

```
void vkCmdWriteTimestamp(
    VkCommandBuffer          commandBuffer,
    VkPipelineStageFlagBits  pipelineStage,
    VkQueryPool              queryPool,
    uint32_t                 query);
```

### 1.50.3 Parameters

***commandBuffer***

The command buffer into which the command will be placed.

***pipelineStage***

The stage of the pipeline at which the timestamp will be written.

***queryPool***

A handle to the query pool object containing the query.

***entry***

The entry in the query pool at which to write the query.

### 1.50.4 Description

**vkCmdWriteTimestamp** places a command into the command buffer specified by *commandBuffer* which, when executed, will cause the GPU to write its internal timestamp into the query pool specified by *queryPool* at the entry specified in *entry*. The timestamp is written when the command passes the pipeline stage specified by *pipelineStage*. The pipeline stage is a single member of the `VkPipelineStageFlagBits` enumeration, the definition of which is:

```
typedef enum VkPipelineStageFlagBits {
    VK_PIPELINE_STAGE_TOP_OF_PIPE_BIT = 0x00000001,
    VK_PIPELINE_STAGE_DRAW_INDIRECT_BIT = 0x00000002,
    VK_PIPELINE_STAGE_VERTEX_INPUT_BIT = 0x00000004,
    VK_PIPELINE_STAGE_VERTEX_SHADER_BIT = 0x00000008,
    VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT = 0x00000010,
    VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT = 0x00000020,
    VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT = 0x00000040,
    VK_PIPELINE_STAGE_FRAGMENT_SHADER_BIT = 0x00000080,
    VK_PIPELINE_STAGE_EARLY_FRAGMENT_TESTS_BIT = 0x00000100,
    VK_PIPELINE_STAGE_LATE_FRAGMENT_TESTS_BIT = 0x00000200,
    VK_PIPELINE_STAGE_COLOR_ATTACHMENT_OUTPUT_BIT = 0x00000400,
    VK_PIPELINE_STAGE_COMPUTE_SHADER_BIT = 0x00000800,
    VK_PIPELINE_STAGE_TRANSFER_BIT = 0x00001000,
    VK_PIPELINE_STAGE_BOTTOM_OF_PIPE_BIT = 0x00002000,
    VK_PIPELINE_STAGE_HOST_BIT = 0x00004000,
    VK_PIPELINE_STAGE_ALL_GRAPHICS_BIT = 0x00008000,
    VK_PIPELINE_STAGE_ALL_COMMANDS_BIT = 0x00010000,
} VkPipelineStageFlagBits;
```

---

If an implementation is not capable of writing a timestamp value at the pipeline point specified, it may at its option write the timestamp at any point appearing later in the logical pipeline. However, it must do this consistently for similar pipeline configurations.

**Valid Usage**

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *pipelineStage* must be a valid `VkPipelineStageFlagBits` value
- *queryPool* must be a valid `VkQueryPool` handle
- *commandBuffer* must be in the recording state
- The `VkCommandPool` that *commandBuffer* was allocated from must support graphics or compute operations
- Each of *commandBuffer* and *queryPool* must have been created, allocated or retrieved from the same `VkDevice`
- The query identified by *queryPool* and *query* must be *unavailable*
- The command pool's queue family must support a non-zero *timestampValidBits*

**Host Synchronization**

- Host access to *commandBuffer* must be externally synchronized

**Command Properties**

Command Buffer Levels	Render Pass Scope	Supported Queue Types
Primary Secondary	Both	GRAPHICS COMPUTE

**1.50.5 See Also**

[vkCmdSetEvent](#)

---

## 1.51 vkCreateBuffer(3)

### 1.51.1 Name

vkCreateBuffer - Create a new buffer object.

### 1.51.2 C Specification

```
VkResult vkCreateBuffer(
    VkDevice                                device,
    const VkBufferCreateInfo*               pCreateInfo,
    const VkAllocationCallbacks*           pAllocator,
    VkBuffer*                               pBuffer);
```

### 1.51.3 Parameters

***device***

The device with which to create the new buffer object.

***pCreateInfo***

Pointer to data structure containing information about the object to be created.

***pBuffer***

Pointer to a variable to receive a handle to the new buffer object.

### 1.51.4 Description

**vkCreateBuffer** creates a new buffer object using the device specified in *device*. The resulting buffer object handle is written into the variable whose address is given in *pBuffer*. *pCreateInfo* is a pointer to a data structure describing the buffer to be created and is of type [VkBufferCreateInfo](#), whose definition is:

```
typedef struct VkBufferCreateInfo {
    VkStructureType    sType;
    const void*        pNext;
    VkBufferCreateFlags flags;
    VkDeviceSize        size;
    VkBufferUsageFlags  usage;
    VkSharingMode        sharingMode;
    uint32_t            queueFamilyIndexCount;
    const uint32_t*      pQueueFamilyIndices;
} VkBufferCreateInfo;
```

#### Valid Usage

- *device* must be a valid `VkDevice` handle
  - *pCreateInfo* must be a pointer to a valid `VkBufferCreateInfo` structure
  - If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid `VkAllocationCallbacks` structure
  - *pBuffer* must be a pointer to a `VkBuffer` handle
  - If the *flags* member of *pCreateInfo* includes `VK_BUFFER_CREATE_SPARSE_BINDING_BIT`, creating this `VkBuffer` must not cause the total required sparse memory for all currently valid sparse resources on the device to exceed `VkPhysicalDeviceLimits::sparseAddressSpaceSize`
-

**Return Codes****Success**

- `VK_SUCCESS`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

**1.51.5 See Also**

[vkCreateImage](#), [vkCreateBufferView](#)

---

## 1.52 vkCreateBufferView(3)

### 1.52.1 Name

vkCreateBufferView - Create a new buffer view object.

### 1.52.2 C Specification

```
VkResult vkCreateBufferView(  
    VkDevice device,  
    const VkBufferViewCreateInfo* pCreateInfo,  
    const VkAllocationCallbacks* pAllocator,  
    VkBufferView* pView);
```

### 1.52.3 Parameters

***device***

The device with which to create the buffer view.

***pCreateInfo***

A pointer to a structure containing information to be placed in the object.

***pView***

A pointer to a variable which will receive the handle to the new object.

### 1.52.4 Description

**vkCreateBufferView** creates a new buffer view using the information contained in *pCreateInfo* and the device specified in *device*. Upon success, a handle to the new view object is deposited in the variable pointed to by *pView*. *pCreateInfo* should point to an instance of the [VkBufferViewCreateInfo](#) structure, the definition of which is:

```
typedef struct VkBufferViewCreateInfo {  
    VkStructureType sType;  
    const void* pNext;  
    VkBufferViewCreateFlags flags;  
    VkBuffer buffer;  
    VkFormat format;  
    VkDeviceSize offset;  
    VkDeviceSize range;  
} VkBufferViewCreateInfo;
```

#### Valid Usage

- *device* must be a valid VkDevice handle
  - *pCreateInfo* must be a pointer to a valid VkBufferViewCreateInfo structure
  - If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid VkAllocationCallbacks structure
  - *pView* must be a pointer to a VkBufferView handle
-



**Return Codes****Success**

- VK\_SUCCESS

**Failure**

- VK\_ERROR\_OUT\_OF\_HOST\_MEMORY
- VK\_ERROR\_OUT\_OF\_DEVICE\_MEMORY

**1.52.5 See Also**

[vkCreateBufferView](#)

---

---

## 1.53 vkCreateCommandPool(3)

### 1.53.1 Name

vkCreateCommandPool - Create a new command pool object.

### 1.53.2 C Specification

```
VkResult vkCreateCommandPool (
    VkDevice                                device,
    const VkCommandPoolCreateInfo*          pCreateInfo,
    const VkAllocationCallbacks*            pAllocator,
    VkCommandPool*                          pCommandPool);
```

### 1.53.3 Parameters

***device***

The device with which to create the command pool.

***pCreateInfo***

A pointer to a structure containing information about the command pool.

***pCommandPool***

The address of a variable to receive the handle to the new command pool.

### 1.53.4 Description

**vkCreateCommandPool** creates a new command pool object using *device* and places its handle in the variable whose address is given in *pCommandPool*. *pCreateInfo* is a pointer to an instance of the [VkCommandPoolCreateInfo](#) structure which contains information about how to create the new command pool. Its definition is:

```
typedef struct VkCommandPoolCreateInfo {
    VkStructureType    sType;
    const void*         pNext;
    VkCommandPoolCreateFlags flags;
    uint32_t            queueFamilyIndex;
} VkCommandPoolCreateInfo;
```

*queueFamilyIndex* indicates the family of queues which the command buffer can be submitted to, as well as the subset of commands which may be recorded on it.

*flags* is a bitfield of flags indicating usage behavior for the pool and command buffers allocated from it. Possible values include: VK\_COMMAND\_POOL\_CREATE\_TRANSIENT\_BIT indicates that command buffers created from the pool will be short-lived, meaning that they will be reset or destroyed in a relatively short timeframe.

VK\_COMMAND\_POOL\_CREATE\_RESET\_COMMAND\_BUFFER\_BIT controls whether it is legal to call **vkResetCommandBuffer** on a command buffer allocated from the pool. If this is not set, then the command buffers may only be reset in bulk by calling **vkResetCommandPool**.

#### Valid Usage

- *device* must be a valid VkDevice handle
  - *pCreateInfo* must be a pointer to a valid VkCommandPoolCreateInfo structure
  - If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid VkAllocationCallbacks structure
  - *pCommandPool* must be a pointer to a VkCommandPool handle
-

**Return Codes****Success**

- VK\_SUCCESS

**Failure**

- VK\_ERROR\_OUT\_OF\_HOST\_MEMORY
- VK\_ERROR\_OUT\_OF\_DEVICE\_MEMORY

**1.53.5 See Also**

[vkDestroyCommandPool](#), [vkResetCommandPool](#)

---

## 1.54 vkCreateComputePipelines(3)

### 1.54.1 Name

vkCreateComputePipelines - Creates a new compute pipeline object.

### 1.54.2 C Specification

```
VkResult vkCreateComputePipelines(
    VkDevice                                device,
    VkPipelineCache                        pipelineCache,
    uint32_t                              createInfoCount,
    const VkComputePipelineCreateInfo*      pCreateInfos,
    const VkAllocationCallbacks*           pAllocator,
    VkPipeline*                            pPipelines);
```

### 1.54.3 Parameters

***device***

A handle to the device to use to create the new compute pipelines.

***pipelineCache***

A handle to a pipeline cache from which the result of previous compiles may be retrieved, and to which the result of this compile may be stored.

***createInfoCount***

The number of pipelines to create.

***pCreateInfos***

Pointer to an array of *createInfoCount* `VkComputePipelineCreateInfo` structures defining the contents of the new pipelines.

***pPipelines***

A pointer to an array to receive the handles to the new compute pipeline objects.

### 1.54.4 Description

**vkCreateComputePipelines** creates new compute pipeline objects using the device specified in *device* and the creation information specified in the structures pointed to by *pCreateInfos* and deposits the resulting handles in the array pointed to by *pPipelines*. The definition of `VkComputePipelineCreateInfo` is:

```
typedef struct VkComputePipelineCreateInfo {
    VkStructureType    sType;
    const void*        pNext;
    VkPipelineCreateFlags flags;
    VkPipelineShaderStageCreateInfo stage;
    VkPipelineLayout    layout;
    VkPipeline           basePipelineHandle;
    int32_t             basePipelineIndex;
} VkComputePipelineCreateInfo;
```

#### CREATE INFO DETAILS

- sType* indicates the type of this structure and must be `VK_STRUCTURE_TYPE_COMPUTE_PIPELINE_CREATE_INFO`.
  - pNext* is a pointer to an extension-specific structure (can be NULL).
-

- *stage* is a `VkPipelineShaderStageCreateInfo` describing the compute shader.
- *flags* controls how the driver will create the pipeline.
- *layout* the description of binding locations used by both the pipeline and the descriptor sets.
- *basePipelineHandle* the pipeline to derive from (can be `VK_NULL_HANDLE`, if pipeline is not derived).
- *basePipelineIndex* the index into the *pCreateInfo*s parameter to `vkCreateComputePipelines`.

The parameters *basePipelineHandle* and *basePipelineIndex* are ignored unless *flags* has the `VK_PIPELINE_CREATE_DERIVATIVE_BIT` bit set. If using the *basePipelineIndex* parameter, the index must refer to a *pCreateInfo*s parameter passed to `vkCreateComputePipelines` that appeared earlier than the current `VkComputePipelineCreateInfo` in the list. The parameters *basePipelineHandle* and *basePipelineIndex* are mutually exclusive. If you specify a valid *basePipelineHandle*, *basePipelineIndex* must be set to -1. If you specify a valid *basePipelineIndex*, *basePipelineHandle* must be `VK_NULL_HANDLE`.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- If *pipelineCache* is not `VK_NULL_HANDLE`, *pipelineCache* must be a valid `VkPipelineCache` handle
- *pCreateInfo*s must be a pointer to an array of *createInfoCount* valid `VkComputePipelineCreateInfo` structures
- If *pAllocator* is not `NULL`, *pAllocator* must be a pointer to a valid `VkAllocationCallbacks` structure
- *pPipelines* must be a pointer to an array of *createInfoCount* `VkPipeline` handles
- *createInfoCount* must be greater than 0
- If *pipelineCache* is a valid handle, it must have been created, allocated or retrieved from *device*
- Each of *device* and *pipelineCache* that are valid handles must have been created, allocated or retrieved from the same `VkPhysicalDevice`
- If the *flags* member of any given element of *pCreateInfo*s contains the `VK_PIPELINE_CREATE_DERIVATIVE_BIT` flag, and the *basePipelineIndex* member of that same element is not -1, *basePipelineIndex* must be less than the index into *pCreateInfo*s that corresponds to that element

#### Return Codes

##### Success

- `VK_SUCCESS`

##### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

#### 1.54.5 See Also

[vkCreateGraphicsPipelines](#), [vkCmdBindPipeline](#)

---

## 1.55 vkCreateDescriptorPool(3)

### 1.55.1 Name

vkCreateDescriptorPool - Creates a descriptor pool object.

### 1.55.2 C Specification

```
VkResult vkCreateDescriptorPool(  
    VkDevice device,  
    const VkDescriptorPoolCreateInfo* pCreateInfo,  
    const VkAllocationCallbacks* pAllocator,  
    VkDescriptorPool* pDescriptorPool);
```

### 1.55.3 Parameters

**device**

Logical device which will own the new descriptor pool object.

**pCreateInfo**

A pointer to a structure containing parameters of the new pool object.

**pDescriptorPool**

Pointer to a variable which will receive a handle to the new descriptor pool object.

### 1.55.4 Description

**vkCreateDescriptorPool** creates a new descriptor pool object using *device*. Descriptor sets may be allocated from the resulting descriptor pool object by calling **vkAllocateDescriptorSets**. *pCreateInfo* is a pointer to an instance of the **VkDescriptorPoolCreateInfo** structure containing parameters describing the new pool object. The definition of **VkDescriptorPoolCreateInfo** is:

```
typedef struct VkDescriptorPoolCreateInfo {  
    VkStructureType sType;  
    const void* pNext;  
    VkDescriptorPoolCreateFlags flags;  
    uint32_t maxSets;  
    uint32_t poolSizeCount;  
    const VkDescriptorPoolSize* pPoolSizes;  
} VkDescriptorPoolCreateInfo;
```

The *sType* member of the *pCreateInfo* structure should be **VK\_STRUCTURE\_TYPE\_DESCRIPTOR\_POOL\_CREATE\_INFO**. The *pNext* member is reserved for use by extensions and should be set to **NULL**.

The *flags* member of **VkDescriptorPoolCreateInfo** is a set of flags describing the intended usage of the pool and is formed from members of the **VkDescriptorPoolCreateFlagBits** enumeration, the definition of which is:

```
typedef enum VkDescriptorPoolCreateFlagBits {  
    VK_DESCRIPTOR_POOL_CREATE_FREE_DESCRIPTOR_SET_BIT = 0x00000001,  
} VkDescriptorPoolCreateFlagBits;
```

If **VK\_DESCRIPTOR\_POOL\_CREATE\_FREE\_DESCRIPTOR\_SET\_BIT** is set in *flags* then descriptor sets allocated from the pool may be returned to the pool by calling **vkFreeDescriptorSets**. If this flag is clear then individual sets allocated from the pool may not be returned to the pool and are considered allocated until **vkResetDescriptorPool** is called on the pool object.

The *maxSets* member specifies the maximum number of descriptor sets that will be allocated from the pool. *pPoolSizes* is a pointer to an array of *poolSizeCount* **VkDescriptorPoolSize** structures, each describing a type of descriptor and the number of that type of descriptor to be included in the pool. The definition of the **VkDescriptorPoolSize** structure is:

---

```
typedef struct VkDescriptorPoolSize {
    VkDescriptorType    type;
    uint32_t            descriptorCount;
} VkDescriptorPoolSize;
```

Each element of the *pPoolSizes* array specifies a type of descriptor in *type* and the count of that type of descriptor in *descriptorCount*. The *type* member must be a member of the [VkDescriptorType](#) enumeration, the definition of which is:

```
typedef enum VkDescriptorType {
    VK_DESCRIPTOR_TYPE_SAMPLER = 0,
    VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER = 1,
    VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE = 2,
    VK_DESCRIPTOR_TYPE_STORAGE_IMAGE = 3,
    VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER = 4,
    VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER = 5,
    VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER = 6,
    VK_DESCRIPTOR_TYPE_STORAGE_BUFFER = 7,
    VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC = 8,
    VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC = 9,
    VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT = 10,
} VkDescriptorType;
```

Upon success, a handle to the newly created descriptor pool is placed in the variable whose address is specified in *pDescriptorPool*.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- *pCreateInfo* must be a pointer to a valid `VkDescriptorPoolCreateInfo` structure
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid `VkAllocationCallbacks` structure
- *pDescriptorPool* must be a pointer to a `VkDescriptorPool` handle

#### Return Codes

##### Success

- `VK_SUCCESS`

##### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

#### 1.55.5 See Also

[vkAllocateDescriptorSets](#), [vkFreeDescriptorSets](#), [vkResetDescriptorPool](#), [vkDestroyDescriptorPool](#)

---

## 1.56 vkCreateDescriptorSetLayout(3)

### 1.56.1 Name

vkCreateDescriptorSetLayout - Create a new descriptor set layout.

### 1.56.2 C Specification

```
VkResult vkCreateDescriptorSetLayout (
    VkDevice                                device,
    const VkDescriptorSetLayoutCreateInfo*   pCreateInfo,
    const VkAllocationCallbacks*            pAllocator,
    VkDescriptorSetLayout*                   pSetLayout);
```

### 1.56.3 Parameters

***device***

The device with which to create the layout object.

***pCreateInfo***

Pointer to a structure specifying information to be placed in the object

***pSetLayout***

Pointer to a variable which will receive the new handle.

### 1.56.4 Description

**vkCreateDescriptorSetLayout** creates a new descriptor set layout usable by the device specified in *device* using the information contained in the structure pointed to by *pCreateInfo*. If successful, a handle to the newly created layout object is placed in the variable pointed to by *pSetLayout*. The description of the layout is specified in *pCreateInfo*, which is a pointer to an instance of the [VkDescriptorSetLayoutCreateInfo](#) structure, the definition of which is:

```
typedef struct VkDescriptorSetLayoutCreateInfo {
    VkStructureType    sType;
    const void*         pNext;
    VkDescriptorSetLayoutCreateFlags    flags;
    uint32_t            bindingCount;
    const VkDescriptorSetLayoutBinding* pBindings;
} VkDescriptorSetLayoutCreateInfo;
```

The *bindingCount* member of *pCreateInfo* specifies the number of bindings contained in the set. This is the number of elements in the array pointed to by *pBinding*, which is an array of [VkDescriptorSetLayoutBinding](#) structures. The definition of [VkDescriptorSetLayoutBinding](#) is:

```
typedef struct VkDescriptorSetLayoutBinding {
    uint32_t            binding;
    VkDescriptorType     descriptorType;
    uint32_t            descriptorCount;
    VkShaderStageFlags   stageFlags;
    const VkSampler*      pImmutableSamplers;
} VkDescriptorSetLayoutBinding;
```

Each element of the *pBinding* array specifies a descriptor or an array of descriptors to be included in the set layout. *descriptorType* contains the descriptor type and must be one of the [VkDescriptorType](#) enumerants, the complete list of which is:

---



```
typedef enum VkDescriptorType {
    VK_DESCRIPTOR_TYPE_SAMPLER = 0,
    VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER = 1,
    VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE = 2,
    VK_DESCRIPTOR_TYPE_STORAGE_IMAGE = 3,
    VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER = 4,
    VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER = 5,
    VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER = 6,
    VK_DESCRIPTOR_TYPE_STORAGE_BUFFER = 7,
    VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC = 8,
    VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC = 9,
    VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT = 10,
} VkDescriptorType;
```

The *stageFlags* member specifies which pipeline shader stages may access the resource. This is a bitwise combination of the [VkShaderStageFlags](#) enumerant, the list of which is:

```
typedef enum VkShaderStageFlagBits {
    VK_SHADER_STAGE_VERTEX_BIT = 0x00000001,
    VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT = 0x00000002,
    VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT = 0x00000004,
    VK_SHADER_STAGE_GEOMETRY_BIT = 0x00000008,
    VK_SHADER_STAGE_FRAGMENT_BIT = 0x00000010,
    VK_SHADER_STAGE_COMPUTE_BIT = 0x00000020,
    VK_SHADER_STAGE_ALL_GRAPHICS = 0x0000001F,
    VK_SHADER_STAGE_ALL = 0x7FFFFFFF,
} VkShaderStageFlagBits;
```

If a shader stage is not included in *stageFlags*, then the resource may not be accessed from that stage within any pipeline using the set layout.

If *descriptorType* member specifies a `VK_DESCRIPTOR_TYPE_SAMPLER` or `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER` type descriptor, then the *pImmutableSamplers* member may be used to initialize a set of *immutable samplers*. Immutable samplers are permanently bound into the set layout; later binding a sampler into an immutable sampler slot in a descriptor set is not allowed. If *pImmutableSamplers* is not **NULL**, then it is considered to be a pointer to an array of *arraySize* sampler handles that will be consumed by the set layout and used for the corresponding binding. If *pImmutableSamplers* is **NULL**, then the sampler slots are dynamic and sampler handles must be bound into descriptor sets using this layout. If *descriptorType* is not one of these descriptor types, then *pImmutableSamplers* is ignored.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- *pCreateInfo* must be a pointer to a valid `VkDescriptorSetLayoutCreateInfo` structure
- If *pAllocator* is not **NULL**, *pAllocator* must be a pointer to a valid `VkAllocationCallbacks` structure
- *pSetLayout* must be a pointer to a `VkDescriptorSetLayout` handle

#### Return Codes

##### Success

- `VK_SUCCESS`

##### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

---

#### 1.56.5 See Also

[vkAllocateDescriptorSets](#), [vkFreeDescriptorSets](#), [vkCreateDescriptorPool](#)

---

## 1.57 vkCreateDevice(3)

### 1.57.1 Name

vkCreateDevice - Create a new device instance.

### 1.57.2 C Specification

```
VkResult vkCreateDevice(  
    VkPhysicalDevice          physicalDevice,  
    const VkDeviceCreateInfo* pCreateInfo,  
    const VkAllocationCallbacks* pAllocator,  
    VkDevice*                 pDevice);
```

### 1.57.3 Parameters

#### ***physicalDevice***

Handle to the physical device upon which to create the logical device.

#### ***pCreateInfo***

Pointer to a structure containing creation info.

#### ***pDevice***

Pointer to a variable to receive the handle to the new device instance.

### 1.57.4 Description

**vkCreateDevice** creates a new device instance on the physical device specified by *physicalDevice* and places the resulting device handle in the variable pointed to by *pDevice*. Information about how the device should be created is passed in an instance of *VkDeviceCreateInfo* whose address is passed in *pCreateInfo*. The definition of *VkDeviceCreateInfo* is:

```
typedef struct VkDeviceCreateInfo {  
    VkStructureType    sType;  
    const void*         pNext;  
    VkDeviceCreateFlags flags;  
    uint32_t            queueCreateInfoCount;  
    const VkDeviceQueueCreateInfo* pQueueCreateInfos;  
    uint32_t            enabledLayerCount;  
    const char* const*  ppEnabledLayerNames;  
    uint32_t            enabledExtensionCount;  
    const char* const*  ppEnabledExtensionNames;  
    const VkPhysicalDeviceFeatures* pEnabledFeatures;  
} VkDeviceCreateInfo;
```

#### Valid Usage

- *physicalDevice* must be a valid *VkPhysicalDevice* handle
- *pCreateInfo* must be a pointer to a valid *VkDeviceCreateInfo* structure
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid *VkAllocationCallbacks* structure
- *pDevice* must be a pointer to a *VkDevice* handle

---

## Return Codes

### Success

- `VK_SUCCESS`

### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
- `VK_ERROR_INITIALIZATION_FAILED`
- `VK_ERROR_LAYER_NOT_PRESENT`
- `VK_ERROR_EXTENSION_NOT_PRESENT`
- `VK_ERROR_FEATURE_NOT_PRESENT`
- `VK_ERROR_TOO_MANY_OBJECTS`
- `VK_ERROR_DEVICE_LOST`

- *sType* is the type of this structure.
- *pNext* is NULL or a pointer to an extension-specific structure.
- *flags* is reserved for future use.
- *queueCreateInfoCount* is the unsigned integer size of the *pQueueCreateInfos* array. Refer to the [Queue Creation](#) section below for further details.
- *pQueueCreateInfos* is a pointer to an array of [VkDeviceQueueCreateInfo](#) structures describing the queues that are requested to be created along with the logical device. Refer to the [Queue Creation](#) section below for further details.
- *enabledLayerCount* is deprecated and ignored.
- *ppEnabledLayerNames* is deprecated and ignored. See [Device Layer Deprecation](#).
- *enabledExtensionCount* is the number of device extensions to enable.
- *ppEnabledExtensionNames* is a pointer to an array of *enabledExtensionCount* null-terminated UTF-8 strings containing the names of extensions to enable for the created device. See the [Extensions](#) section for further details.
- *pEnabledFeatures* is NULL or a pointer to a [VkPhysicalDeviceFeatures](#) structure that contains boolean indicators of all the features to be enabled. Refer to the [Features](#) section for further details.

### 1.57.5 See Also

[vkDestroyDevice](#)

---

## 1.58 vkCreateEvent(3)

### 1.58.1 Name

vkCreateEvent - Create a new event object.

### 1.58.2 C Specification

```
VkResult vkCreateEvent(  
    VkDevice device,  
    const VkEventCreateInfo* pCreateInfo,  
    const VkAllocationCallbacks* pAllocator,  
    VkEvent* pEvent);
```

### 1.58.3 Parameters

#### *device*

A handle to the device with which to create the event.

#### *pCreateInfo*

A pointer to the creation info structure.

#### *pEvent*

The address of an VK\_EVENT variable that will receive the handle to the new event.

### 1.58.4 Description

**vkCreateEvent** creates a new event object using the device specified as *device*. A handle to the newly created event object is placed the variable pointed to by *pEvent*. *pCreateInfo* is a pointer to an instance of a [VkEventCreateInfo](#) structure containing information about the state in which to create the new object. The definition of [VkEventCreateInfo](#) is:

```
typedef struct VkEventCreateInfo {  
    VkStructureType sType;  
    const void* pNext;  
    VkEventCreateFlags flags;  
} VkEventCreateInfo;
```

The *sType* member of the [VkEventCreateInfo](#) structure should be set to VK\_STRUCTURE\_TYPE\_EVENT\_CREATE\_INFO. The *pNext* member is reserved for use by extensions and should be set to **NULL**.

The *flags* member specifies additional information about the event to be created. There are presently no flags defined for this member and it should be set to zero.

#### Valid Usage

- *device* must be a valid VkDevice handle
- *pCreateInfo* must be a pointer to a valid VkEventCreateInfo structure
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid VkAllocationCallbacks structure
- *pEvent* must be a pointer to a VkEvent handle

---

## Return Codes

### Success

- `VK_SUCCESS`

### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

## 1.58.5 See Also

[vkSetEvent](#), [vkResetEvent](#), [vkCmdSetEvent](#), [vkCmdResetEvent](#)

---

## 1.59 vkCreateFence(3)

### 1.59.1 Name

vkCreateFence - Create a new fence object.

### 1.59.2 C Specification

```
VkResult vkCreateFence(  
    VkDevice device,  
    const VkFenceCreateInfo* pCreateInfo,  
    const VkAllocationCallbacks* pAllocator,  
    VkFence* pFence);
```

### 1.59.3 Parameters

***device***

A handle to the device with which to create the fence.

***pCreateInfo***

A pointer to a structure containing information about how to create the fence.

***pFence***

A pointer to a variable to receive the handle to the newly created fence object.

### 1.59.4 Description

**vkCreateFence** creates a new fence object using the device specified by *device* and places the resulting object handle in the variable pointed to by *pFence*. Information about how the fence should be created is passed in an instance of [VkFenceCreateInfo](#) whose address is given in *pCreateInfo*. The definition of [VkFenceCreateInfo](#) is:

```
typedef struct VkFenceCreateInfo {  
    VkStructureType sType;  
    const void* pNext;  
    VkFenceCreateFlags flags;  
} VkFenceCreateInfo;
```

The *sType* member of the [VkFenceCreateInfo](#) structure should be set to `VK_STRUCTURE_TYPE_FENCE_CREATE_INFO`. The *pNext* member is reserved for use by extensions and should be set to **NULL**.

The *flags* member specifies additional information about the fence to be created. It is a bitfield made up from the members of the [VkFenceCreateFlagBits](#) enumeration, the definition of which is:

```
typedef enum VkFenceCreateFlagBits {  
    VK_FENCE_CREATE_SIGNALED_BIT = 0x00000001,  
} VkFenceCreateFlagBits;
```

If `VK_FENCE_CREATE_SIGNALED_BIT` is set then the fence is created already signaled, otherwise, the fence is created in an unsignaled state.

A fence becomes signaled when it is submitted to a queue with a call to [vkQueueSubmit](#). A fence may be reset to unsignaled state with a call to [vkResetFences](#).

---

### Valid Usage

- *device* must be a valid `VkDevice` handle
- *pCreateInfo* must be a pointer to a valid `VkFenceCreateInfo` structure
- If *pAllocator* is not `NULL`, *pAllocator* must be a pointer to a valid `VkAllocationCallbacks` structure
- *pFence* must be a pointer to a `VkFence` handle

### Return Codes

#### Success

- `VK_SUCCESS`

#### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

### 1.59.5 See Also

[vkWaitForFences](#), [vkDestroyFence](#), [vkResetFences](#), [vkQueueSubmit](#)

---



## 1.60 vkCreateFramebuffer(3)

### 1.60.1 Name

vkCreateFramebuffer - Create a new framebuffer object.

### 1.60.2 C Specification

```
VkResult vkCreateFramebuffer(  
    VkDevice device,  
    const VkFramebufferCreateInfo* pCreateInfo,  
    const VkAllocationCallbacks* pAllocator,  
    VkFramebuffer* pFramebuffer);
```

### 1.60.3 Parameters

***device***

The device with which to create the framebuffer object.

***pCreateInfo***

A pointer to a structure containing information about how to create the object.

***pFramebuffer***

A pointer to a variable which will receive the handle to the new object.

### 1.60.4 Description

**vkCreateFramebuffer** creates a new framebuffer object using the information contained in *pCreateInfo* and the device specified in *device*. Upon success, a handle to the new framebuffer object is deposited in the variable pointed to by *pFramebuffer*. *pCreateInfo* should point to an instance of the [VkFramebufferCreateInfo](#) structure, the definition of which is:

```
typedef struct VkFramebufferCreateInfo {  
    VkStructureType sType;  
    const void* pNext;  
    VkFramebufferCreateFlags flags;  
    VkRenderPass renderPass;  
    uint32_t attachmentCount;  
    const VkImageView* pAttachments;  
    uint32_t width;  
    uint32_t height;  
    uint32_t layers;  
} VkFramebufferCreateInfo;
```

The attachments in *pAttachments* correspond in order to the attachment descriptions in the *renderPass*. The attachment view must have the same format, sample count, and initial layout as the render pass's attachment description. All attachment views must also have dimensions at least as large as the framebuffer's *width*, *height*, and *layers*.

The framebuffer may be used in combination with any render pass that has the same attachment count, and corresponding attachments have the same format and sample count.

#### Valid Usage

- *device* must be a valid *VkDevice* handle
- *pCreateInfo* must be a pointer to a valid *VkFramebufferCreateInfo* structure
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid *VkAllocationCallbacks* structure
- *pFramebuffer* must be a pointer to a *VkFramebuffer* handle

---

## Return Codes

### Success

- `VK_SUCCESS`

### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

## 1.60.5 See Also

[vkCmdBeginRenderPass](#), [vkDestroyFramebuffer](#)

---

## 1.61 vkCreateGraphicsPipelines(3)

### 1.61.1 Name

vkCreateGraphicsPipelines - Create graphics pipelines.

### 1.61.2 C Specification

```
VkResult vkCreateGraphicsPipelines(
    VkDevice                device,
    VkPipelineCache         pipelineCache,
    uint32_t                createInfoCount,
    const VkGraphicsPipelineCreateInfo* pCreateInfos,
    const VkAllocationCallbacks* pAllocator,
    VkPipeline*             pPipelines);
```

### 1.61.3 Parameters

#### **device**

A handle to the device to use to create the new graphics pipeline(s).

#### **pipelineCache**

A handle to a pipeline cache from which the result of previous compiles may be retrieved, and to which the result of this compile may be stored.

#### **createInfoCount**

The number of pipelines to create.

#### **pCreateInfos**

Pointer to an array of *createInfoCount* `VkGraphicsPipelineCreateInfo` structures defining the contents of the new pipelines.

#### **pPipelines**

A pointer to an array to receive the handle(s) to the new graphics pipeline object(s).

### 1.61.4 Description

**vkCreateGraphicsPipelines** creates new graphics pipeline objects using the device specified in *device* and the creation information specified in the structures pointed to by *pCreateInfos* and deposits the resulting handles in the array pointed to by *pPipelines*. The definition of `VkGraphicsPipelineCreateInfo` is:

```
typedef struct VkGraphicsPipelineCreateInfo {
    VkStructureType    sType;
    const void*        pNext;
    VkPipelineCreateFlags flags;
    uint32_t           stageCount;
    const VkPipelineShaderStageCreateInfo* pStages;
    const VkPipelineVertexInputStateCreateInfo* pVertexInputState;
    const VkPipelineInputAssemblyStateCreateInfo* pInputAssemblyState;
    const VkPipelineTessellationStateCreateInfo* pTessellationState;
    const VkPipelineViewportStateCreateInfo* pViewportState;
    const VkPipelineRasterizationStateCreateInfo* pRasterizationState;
    const VkPipelineMultisampleStateCreateInfo* pMultisampleState;
    const VkPipelineDepthStencilStateCreateInfo* pDepthStencilState;
    const VkPipelineColorBlendStateCreateInfo* pColorBlendState;
    const VkPipelineDynamicStateCreateInfo* pDynamicState;
    VkPipelineLayout    layout;
```

---

VkRenderPass	renderPass;
uint32_t	subpass;
VkPipeline	basePipelineHandle;
int32_t	basePipelineIndex;

```

} VkGraphicsPipelineCreateInfo;

```

## CREATE INFO DETAILS

- *pStages* points to an array of *stageCount* [VkPipelineShaderStageCreateInfo](#) objects describing the stages comprising the pipeline. At minimum, the vertex shader stage must be defined.
- *pVertexInputState* points to a [VkPipelineVertexInputStateCreateInfo](#) object describing the layout of the vertex buffers as well as the attributes within the buffers for the pipeline.
- *pInputAssemblyState* points to a [VkPipelineInputAssemblyStateCreateInfo](#) object describing the input assembly state for the pipeline, including the primitive type and topology.
- *pTessellationState* points to a [VkPipelineTessellationStateCreateInfo](#) object describing the patch control state for the tessellation stage of the pipeline, or is set to *NULL* if no tessellation stage is defined.
- *pViewportState* points to a [VkPipelineViewportStateCreateInfo](#) object describing the viewport state for the pipeline.
- *pRasterizationState* points to a [VkPipelineRasterizationStateCreateInfo](#) object describing the rasterizer state for the pipeline, including fill mode, clip mode, and face orientation.
- *pMultisampleState* points to a [VkPipelineMultisampleStateCreateInfo](#) object describing the multisample state for the pipeline.
- *pDepthStencilState* points to a [VkPipelineDepthStencilStateCreateInfo](#) object describing the depth and stencil state for the pipeline.
- *pColorBlendState* points to a [VkPipelineColorBlendStateCreateInfo](#) object describing the color buffer state for the pipeline, including state for each of the attachments that will be bound to the framebuffer.
- *flags* is an instance of [VkPipelineCreateFlags](#), indicating additional usage hint (e.g., if this pipeline will be used to create derivative pipelines).
- *layout* is a handle to a [VkPipelineLayout](#) object created with **vkCreatePipelineLayout**.
- *renderPass* is a handle to a [VkRenderPass](#) object describing a renderpass the pipeline will be compatible with.
- *subpass* is the index of the subpass in the *renderPass* the pipeline will be compatible with.

The created pipeline may only be used in a subpass compatible with the provided *renderPass* and *subpass*. Two subpasses are compatible if they have the same index in their render passes, and if the render pass descriptions are identical except for attachment load and store ops and image layouts. For a render pass with only one subpass, the subpasses are compatible if they have the same number and kind of attachments, and if corresponding attachments have the same format and sample count.

---

**Valid Usage**

- *device* must be a valid `VkDevice` handle
- If *pipelineCache* is not `VK_NULL_HANDLE`, *pipelineCache* must be a valid `VkPipelineCache` handle
- *pCreateInfo*s must be a pointer to an array of *createInfoCount* valid `VkGraphicsPipelineCreateInfo` structures
- If *pAllocator* is not `NULL`, *pAllocator* must be a pointer to a valid `VkAllocationCallbacks` structure
- *pPipelines* must be a pointer to an array of *createInfoCount* `VkPipeline` handles
- *createInfoCount* must be greater than 0
- If *pipelineCache* is a valid handle, it must have been created, allocated or retrieved from *device*
- Each of *device* and *pipelineCache* that are valid handles must have been created, allocated or retrieved from the same `VkPhysicalDevice`
- If the *flags* member of any given element of *pCreateInfo*s contains the `VK_PIPELINE_CREATE_DERIVATIVE_BIT` flag, and the *basePipelineIndex* member of that same element is not `-1`, *basePipelineIndex* must be less than the index into *pCreateInfo*s that corresponds to that element

**Return Codes****Success**

- `VK_SUCCESS`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

**1.61.5 See Also**

[vkCreateComputePipelines](#), [vkCmdBindPipeline](#), [vkDestroyPipeline](#)

---

## 1.62 vkCreateImage(3)

### 1.62.1 Name

vkCreateImage - Create a new image object.

### 1.62.2 C Specification

```
VkResult vkCreateImage(  
    VkDevice device,  
    const VkImageCreateInfo* pCreateInfo,  
    const VkAllocationCallbacks* pAllocator,  
    VkImage* pImage);
```

### 1.62.3 Parameters

***device***

A handle to the device with which to create the image.

***pCreateInfo***

A pointer to a [VkImageCreateInfo](#) structure specifying the properties of the new image.

***pImage***

A pointer to a variable to receive the handle to the resulting image.

### 1.62.4 Description

**vkCreateImage** creates a new image object and places the resulting handle in the variable pointed to by *pImage*. The properties of the new image are specified in an instance of a [VkImageCreateInfo](#) structure whose address is given in *pCreateInfo*. The definition of [VkImageCreateInfo](#) is:

```
typedef struct VkImageCreateInfo {  
    VkStructureType sType;  
    const void* pNext;  
    VkImageCreateFlags flags;  
    VkImageType imageType;  
    VkFormat format;  
    VkExtent3D extent;  
    uint32_t mipLevels;  
    uint32_t arrayLayers;  
    VkSampleCountFlagBits samples;  
    VkImageTiling tiling;  
    VkImageUsageFlags usage;  
    VkSharingMode sharingMode;  
    uint32_t queueFamilyIndexCount;  
    const uint32_t* pQueueFamilyIndices;  
    VkImageLayout initialLayout;  
} VkImageCreateInfo;
```

---

**Valid Usage**

- *device* must be a valid `VkDevice` handle
- *pCreateInfo* must be a pointer to a valid `VkImageCreateInfo` structure
- If *pAllocator* is not `NULL`, *pAllocator* must be a pointer to a valid `VkAllocationCallbacks` structure
- *pImage* must be a pointer to a `VkImage` handle
- If the *flags* member of *pCreateInfo* includes `VK_IMAGE_CREATE_SPARSE_BINDING_BIT`, creating this `VkImage` must not cause the total required sparse memory for all currently valid sparse resources on the device to exceed `VkPhysicalDeviceLimits::sparseAddressSpaceSize`

**Return Codes****Success**

- `VK_SUCCESS`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

**1.62.5 See Also**

[vkCreateSampler](#)

---

## 1.63 vkCreateImageView(3)

### 1.63.1 Name

vkCreateImageView - Create an image view from an existing image.

### 1.63.2 C Specification

```
VkResult vkCreateImageView(  
    VkDevice device,  
    const VkImageViewCreateInfo* pCreateInfo,  
    const VkAllocationCallbacks* pAllocator,  
    VkImageView* pView);
```

### 1.63.3 Parameters

***device***

Logical device which owns the image.

***pCreateInfo***

Specifies properties of the new view.

***pView***

Returns the requested object.

### 1.63.4 Description

**vkCreateImageView** creates a new view of a source image in a compatible format, allowing casting of image data from one format to another. Image views may be bound into descriptor sets to allow them to be accessed in shaders, or be bound as color attachments. *device* specifies the device that is to be used to create the new view. *pCreateInfo* is a pointer to an instance of the [VkImageViewCreateInfo](#) structure defining the properties of the new view object. The definition of [VkImageViewCreateInfo](#) is:

```
typedef struct VkImageViewCreateInfo {  
    VkStructureType sType;  
    const void* pNext;  
    VkImageViewCreateFlags flags;  
    VkImage image;  
    VkImageViewType viewType;  
    VkFormat format;  
    VkComponentMapping components;  
    VkImageSubresourceRange subresourceRange;  
} VkImageViewCreateInfo;
```

The *sType* member of *pCreateInfo* should be `VK_STRUCTURE_TYPE_IMAGE_VIEW_CREATE_INFO`. The *image* member contains the handle to the parent object of which to create a view. *viewType* specifies the type of view to be created and should be a member of the [VkImageViewType](#) enumeration, the definition of which is:

```
typedef enum VkImageViewType {  
    VK_IMAGE_VIEW_TYPE_1D = 0,  
    VK_IMAGE_VIEW_TYPE_2D = 1,  
    VK_IMAGE_VIEW_TYPE_3D = 2,  
    VK_IMAGE_VIEW_TYPE_CUBE = 3,  
    VK_IMAGE_VIEW_TYPE_1D_ARRAY = 4,  
    VK_IMAGE_VIEW_TYPE_2D_ARRAY = 5,  
    VK_IMAGE_VIEW_TYPE_CUBE_ARRAY = 6,  
} VkImageViewType;
```

---



The *format* member of *pCreateInfo* specifies the image format for the newly created view and should be compatible with the base format of the parent image specified in *image*. The *components* member is an instance of the [VkComponentMapping](#) structure which defines component ordering for data read from the view. The *subresourceRange* member of the *pCreateInfo* specifies the range of the parent resource to be visible through the new view.

The *flags* member of *pCreateInfo* is reserved and must be 0.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- *pCreateInfo* must be a pointer to a valid `VkImageViewCreateInfo` structure
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid `VkAllocationCallbacks` structure
- *pView* must be a pointer to a `VkImageView` handle

#### Return Codes

##### Success

- `VK_SUCCESS`

##### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

#### 1.63.5 See Also

[vkCreateImage](#), [vkCreateBuffer](#), [vkCreateBufferView](#)

---

## 1.64 vkCreateInstance(3)

### 1.64.1 Name

vkCreateInstance - Create a new Vulkan instance

### 1.64.2 C Specification

```
VkResult vkCreateInstance(  
    const VkInstanceCreateInfo*    pCreateInfo,  
    const VkAllocationCallbacks*    pAllocator,  
    VkInstance*                    pInstance);
```

### 1.64.3 Parameters

***pCreateInfo***

Pointer to instance creation structure.

***pInstance***

Pointer to variable which will receive the new instance handle.

### 1.64.4 Description

**vkCreateInstance** creates a new Vulkan instance and places a handle to it in the variable pointed to by *pInstance*. *pCreateInfo* is a pointer to an instance of the [VkInstanceCreateInfo](#) structure containing information about how the instance should be created. The definition of [VkInstanceCreateInfo](#) is:

```
typedef struct VkInstanceCreateInfo {  
    VkStructureType    sType;  
    const void*        pNext;  
    VkInstanceCreateFlags    flags;  
    const VkApplicationInfo*    pApplicationInfo;  
    uint32_t            enabledLayerCount;  
    const char* const*    ppEnabledLayerNames;  
    uint32_t            enabledExtensionCount;  
    const char* const*    ppEnabledExtensionNames;  
} VkInstanceCreateInfo;
```

The *sType* member of [VkInstanceCreateInfo](#) should be set to `VK_STRUCTURE_TYPE_INSTANCE_CREATE_INFO`. The *pNext* member of [VkInstanceCreateInfo](#) is reserved for use by extensions and should be set to **NULL**.

The *pApplicationInfo* member, if non-**NULL**, points to an instance of the [VkApplicationInfo](#) structure containing information about the application. The expected contents of the *pApplicationInfo* member are documented below.

The *enabledLayerNameCount* member of [VkInstanceCreateInfo](#) specifies the number of global layers to enable, and *ppEnabledLayerNames* is a pointer to an array of *enabledLayerNameCount* **NULL**-terminated UTF-8 strings containing the names of layers that should be enabled globally. If *enabledLayerNameCount* is zero, then *ppEnabledLayerNames* is ignored and no global layers are enabled. If a layer cannot be found, the call will not create a [VkInstance](#) and will return `VK_ERROR_LAYER_NOT_PRESENT`.

Similary, information about global extensions is specified in the *enabledExtensionNameCount* and *ppEnabledExtensionNames* members. *enabledExtensionNameCount* specifies the number of global extensions to enable and *ppEnabledExtensionNames* is a pointer to an array of pointers to **NULL**-terminated UTF-8 strings containing the extension names. If an extension is provided by a layer, both the layer and extension must be specified at **vkCreateInstance** time. If a extension cannot be found, the call will not create a [VkInstance](#) and will return `VK_ERROR_LAYER_NOT_PRESENT`.

If *enabledExtensionNameCount* is zero then no extensions are enabled and *ppEnabledExtensionNames* is ignored.

The definition of the [VkApplicationInfo](#) structure is as follows:

---

```
typedef struct VkApplicationInfo {
    VkStructureType    sType;
    const void*        pNext;
    const char*        pApplicationName;
    uint32_t           applicationVersion;
    const char*        pEngineName;
    uint32_t           engineVersion;
    uint32_t           apiVersion;
} VkApplicationInfo;
```

The *sType* member of **VkApplicationInfo** should be set to `VK_STRUCTURE_TYPE_APPLICATION_INFO`. The *pNext* member of **VkApplicationInfo** is reserved for use by extensions and should be set to **NULL**.

*pApplicationName* is a pointer to a **NULL**-terminated UTF-8 string containing the name of the application. *applicationVersion* contains an application-specific version number. It is recommended that new versions of an existing application specify monotonically increasing values for *applicationVersion*.

If the application is built on a reusable engine, the name of the engine may be specified in the **NULL**-terminated UTF-8 string pointed to by *pEngineName*. *engineVersion* is the version of the engine used to create the application.

Finally, *apiVersion* is the version of the Vulkan API that the application expects to use.

Any application memory required by the instance will be allocated by calling functions specified in the structure pointed to by *pAllocCb*. The definition of **VkAllocationCallbacks** is:

```
typedef struct VkAllocationCallbacks {
    void*                pUserData;
    PFN_vkAllocationFunction    pfnAllocation;
    PFN_vkReallocationFunction  pfnReallocation;
    PFN_vkFreeFunction         pfnFree;
    PFN_vkInternalAllocationNotification    pfnInternalAllocation;
    PFN_vkInternalFreeNotification    pfnInternalFree;
} VkAllocationCallbacks;
```

The **VkAllocationCallbacks** structure contains two function pointers. *pfnAllocation* points to an allocation function whose prototype should be of the following form:

```
typedef void* (*PFN_vkAllocationFunction) (
    void*                pUserData,
    size_t               size,
    size_t               alignment,
    VkSystemAllocationScope    allocationScope);
```

*pUserData* is set to the value of *pUserData* in the allocation info structure passed to **vkCreateInstance**. *size* is the size of the desired allocation, *alignment* is the desired allocation, in bytes, and *allocationScope* represents the intended usage of the allocation. The return value of function is a pointer to the newly allocated memory.

The *pfnFree* member of **VkAllocationCallbacks** points to an instance of the following function:

```
typedef void (*PFN_vkFreeFunction) (
    void*                pUserData,
    void*                pMemory);
```

Again, the *pUserData* parameter is initialized to the value passed in the **VkAllocationCallbacks** structure passed to **vkCreateInstance**. *pMemory* is a pointer to the memory to be freed.

#### Valid Usage

- *pCreateInfo* must be a pointer to a valid **VkInstanceCreateInfo** structure
- If *pAllocator* is not **NULL**, *pAllocator* must be a pointer to a valid **VkAllocationCallbacks** structure
- *pInstance* must be a pointer to a **VkInstance** handle

---

## Return Codes

### Success

- `VK_SUCCESS`

### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
- `VK_ERROR_INITIALIZATION_FAILED`
- `VK_ERROR_LAYER_NOT_PRESENT`
- `VK_ERROR_EXTENSION_NOT_PRESENT`
- `VK_ERROR_INCOMPATIBLE_DRIVER`

#### 1.64.5 See Also

[vkDestroyInstance](#)

---

## 1.65 vkCreatePipelineCache(3)

### 1.65.1 Name

vkCreatePipelineCache - Creates a new pipeline cache

### 1.65.2 C Specification

```
VkResult vkCreatePipelineCache(  
    VkDevice device,  
    const VkPipelineCacheCreateInfo* pCreateInfo,  
    const VkAllocationCallbacks* pAllocator,  
    VkPipelineCache* pPipelineCache);
```

### 1.65.3 Parameters

**device**

A handle to the device that will create the pipeline cache.

**pCreateInfo**

A pointer to a VkPipelineCacheCreateInfo object describing the pipeline cache to be created.

**pPipelineCache**

A pointer that will receive the handle to the newly created pipeline cache.

### 1.65.4 Description

```
typedef struct VkPipelineCacheCreateInfo {  
    VkStructureType sType;  
    const void* pNext;  
    VkPipelineCacheCreateFlags flags;  
    size_t initialDataSize;  
    const void* pInitialData;  
} VkPipelineCacheCreateInfo;
```

#### CREATE INFO DETAILS

- *initialDataSize* is the size of the initial data to populate the cache.
- *pInitialData* is a pointer to the initial data to populate the cache.
- *maxSize* specifies an upper bound on the size the cache will grow to, with -1 indicating that the cache may grow without bound.

#### Valid Usage

- *device* must be a valid VkDevice handle
- *pCreateInfo* must be a pointer to a valid VkPipelineCacheCreateInfo structure
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid VkAllocationCallbacks structure
- *pPipelineCache* must be a pointer to a VkPipelineCache handle

---

## Return Codes

### Success

- `VK_SUCCESS`

### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

## 1.65.5 See Also

[vkCreateGraphicsPipelines](#), [vkCreateComputePipelines](#), [vkGetPipelineCacheData](#), [vkMergePipelineCaches](#)

---

## 1.66 vkCreatePipelineLayout(3)

### 1.66.1 Name

vkCreatePipelineLayout - Creates a new pipeline layout object.

### 1.66.2 C Specification

```
VkResult vkCreatePipelineLayout (
    VkDevice                                device,
    const VkPipelineLayoutCreateInfo*       pCreateInfo,
    const VkAllocationCallbacks*           pAllocator,
    VkPipelineLayout*                       pPipelineLayout);
```

### 1.66.3 Parameters

#### *device*

The device with which to create the new pipeline layout object.

#### *pCreateInfo*

A pointer to structure specifying the properties of the new pipeline layout.

#### *pPipelineLayout*

Pointer to a variable to receive a handle to the new pipeline layout object.

### 1.66.4 Description

**vkCreatePipelineLayout** creates a new pipeline layout object for the device specified in *device*. The resulting pipeline layout object handle is written into the variable whose address is given in *pPipelineLayout*.

*pCreateInfo* is a pointer to an instance of a [VkPipelineLayoutCreateInfo](#) structure describing the new pipeline layout. The definition of [VkPipelineLayoutCreateInfo](#) is:

```
typedef struct VkPipelineLayoutCreateInfo {
    VkStructureType    sType;
    const void*        pNext;
    VkPipelineLayoutCreateFlags flags;
    uint32_t           setLayoutCount;
    const VkDescriptorSetLayout* pSetLayouts;
    uint32_t           pushConstantRangeCount;
    const VkPushConstantRange* pPushConstantRanges;
} VkPipelineLayoutCreateInfo;
```

The *sType* member of the [VkPipelineLayoutCreateInfo](#) structure should be set to `VK_STRUCTURE_TYPE_PIPELINE_LAYOUT_CREATE_INFO`. The *pNext* member is reserved for use by extensions and should be set to **NULL**.

The *setLayoutCount* member specifies the number of descriptor sets to include in the layout and *pSetLayouts* is a pointer to an array of *setLayoutCount* [VkDescriptorSetLayout](#) objects describing the sets, each created with [vkCreateDescriptorSetLayout](#).

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- *pCreateInfo* must be a pointer to a valid [VkPipelineLayoutCreateInfo](#) structure
- If *pAllocator* is not `NULL`, *pAllocator* must be a pointer to a valid [VkAllocationCallbacks](#) structure
- *pPipelineLayout* must be a pointer to a `VkPipelineLayout` handle

---

## Return Codes

### Success

- `VK_SUCCESS`

### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

## 1.66.5 See Also

[vkCreateDescriptorSetLayout](#)

---



## 1.67 vkCreateQueryPool(3)

### 1.67.1 Name

vkCreateQueryPool - Create a new query pool object.

### 1.67.2 C Specification

```
VkResult vkCreateQueryPool(
    VkDevice                                device,
    const VkQueryPoolCreateInfo*            pCreateInfo,
    const VkAllocationCallbacks*            pAllocator,
    VkQueryPool*                            pQueryPool);
```

### 1.67.3 Parameters

#### ***device***

The device with which to create the query pool object.

#### ***pCreateInfo***

A pointer to a structure containing information to be placed in the object.

#### ***pQueryPool***

A pointer to a variable which will receive the handle to the new object.

### 1.67.4 Description

**vkCreateQueryPool** creates a new query pool object using the information contained in *pCreateInfo* and the device specified in *device*. Upon success, a handle to the new query pool object is deposited in the variable pointed to by *pQueryPool*. *pCreateInfo* should point to an instance of the [VkQueryPoolCreateInfo](#) structure, the definition of which is:

```
typedef struct VkQueryPoolCreateInfo {
    VkStructureType    sType;
    const void*        pNext;
    VkQueryPoolCreateFlags flags;
    VkQueryType         queryType;
    uint32_t            queryCount;
    VkQueryPipelineStatisticFlags pipelineStatistics;
} VkQueryPoolCreateInfo;
```

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- *pCreateInfo* must be a pointer to a valid `VkQueryPoolCreateInfo` structure
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid `VkAllocationCallbacks` structure
- *pQueryPool* must be a pointer to a `VkQueryPool` handle

---

## Return Codes

### Success

- `VK_SUCCESS`

### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

## 1.67.5 Return Value

Upon success, **`vkCreateQueryPool`** returns `VK_SUCCESS` and deposits the resulting query pool handle in the variable pointed to by *`pQueryPool`*. Upon failure, a descriptive error code is returned.

## 1.67.6 See Also

[vkCmdResetQueryPool](#), [vkCmdBeginQuery](#), [vkCmdEndQuery](#), [vkDestroyQueryPool](#), [vkGetQueryPoolResults](#), [vkCmdCopyQueryPoolResults](#)

---

## 1.68 vkCreateRenderPass(3)

### 1.68.1 Name

vkCreateRenderPass - Create a new render pass object.

### 1.68.2 C Specification

```
VkResult vkCreateRenderPass (
    VkDevice                                device,
    const VkRenderPassCreateInfo*          pCreateInfo,
    const VkAllocationCallbacks*          pAllocator,
    VkRenderPass*                          pRenderPass);
```

### 1.68.3 Parameters

#### *device*

The device with which to create the render pass object.

#### *pCreateInfo*

A pointer to a structure containing information to be placed in the object.

#### *pRenderPass*

A pointer to a variable which will receive the handle to the new object.

### 1.68.4 Description

**vkCreateRenderPass** creates a new render pass object using the information contained in *pCreateInfo* and the device specified in *device*. Upon success, a handle to the new render pass object is deposited in the variable pointed to by *pRenderPass*, *pCreateInfo* should point to an instance of the [VkRenderPassCreateInfo](#) structure, the definition of which is:

```
typedef struct VkRenderPassCreateInfo {
    VkStructureType    sType;
    const void*        pNext;
    VkRenderPassCreateFlags flags;
    uint32_t            attachmentCount;
    const VkAttachmentDescription* pAttachments;
    uint32_t            subpassCount;
    const VkSubpassDescription* pSubpasses;
    uint32_t            dependencyCount;
    const VkSubpassDependency* pDependencies;
} VkRenderPassCreateInfo;
```

A render pass is a sequence of subpasses, each of which reads from some framebuffer attachments and writes to others as color and depth/stencil. The subpasses all render to the same dimensions, and fragments for pixel (x,y,layer) in one subpass only read framebuffer contents written by earlier subpasses at that same (x,y,layer) location. It is quite common for a render pass to only contain a single subpass.

Dependencies between subpasses describe ordering restrictions between them. Without dependencies, implementations may reorder or overlap execution of two subpasses.

---

## Attachments

The attachments used in the render pass are described by a [VkAttachmentDescription](#) structure, defined as:

```
typedef struct VkAttachmentDescription {
    VkAttachmentDescriptionFlags    flags;
    VkFormat                       format;
    VkSampleCountFlagBits          samples;
    VkAttachmentLoadOp              loadOp;
    VkAttachmentStoreOp             storeOp;
    VkAttachmentLoadOp              stencilLoadOp;
    VkAttachmentStoreOp             stencilStoreOp;
    VkImageLayout                   initialLayout;
    VkImageLayout                   finalLayout;
} VkAttachmentDescription;
```

The *format* and *samples* members are respectively the format and the number of samples of the image that will be used for the attachment.

The *loadOp* defines how the contents of the attachment within the render area will be treated at the beginning of the render pass. A load op of `VK_ATTACHMENT_LOAD_OP_LOAD` means the contents within the render area will be preserved; `VK_ATTACHMENT_LOAD_OP_CLEAR` means the contents within the render area will be cleared to a uniform value; `VK_ATTACHMENT_LOAD_OP_DONT_CARE` means the application intends to overwrite all samples in the render area without reading the initial contents, so their initial contents are unimportant. If the attachment format has both depth and stencil components, *loadOp* applies only to the depth data, while *stencilLoadOp* defines how the stencil data is handled. *stencilLoadOp* is ignored for other formats.

The *storeOp* defines whether data rendered to the attachment is committed to memory at the end of the render pass. `VK_ATTACHMENT_STORE_OP_STORE` means the data is committed to memory and will be available for reading after the render pass completes. `VK_ATTACHMENT_STORE_OP_DONT_CARE` means the data is not needed after rendering, and may be discarded; the contents of the attachment will be undefined inside the render area. If the attachment format has both depth and stencil components, *storeOp* applies only to the depth data, while *stencilStoreOp* defines how the stencil data is handled. *stencilStoreOp* is ignored for other formats.

*initialLayout* is the layout the attachment image will be in when the render pass begins.

*finalLayout* is the layout the attachment image will be transitioned to when the render pass ends.

## Subpasses

Subpasses of a render pass are described by a [VkSubpassDescription](#) structure, defined as:

```
typedef struct VkSubpassDescription {
    VkSubpassDescriptionFlags    flags;
    VkPipelineBindPoint           pipelineBindPoint;
    uint32_t                     inputAttachmentCount;
    const VkAttachmentReference* pInputAttachments;
    uint32_t                     colorAttachmentCount;
    const VkAttachmentReference* pColorAttachments;
    const VkAttachmentReference* pResolveAttachments;
    const VkAttachmentReference* pDepthStencilAttachment;
    uint32_t                     preserveAttachmentCount;
    const uint32_t*               pPreserveAttachments;
} VkSubpassDescription;
```

The *pipelineBindPoint* indicates whether this is a compute or graphics subpass. Only graphics subpasses are currently allowed.

The *flags* member is currently unused and must be zero.

*pInputAttachments* lists which of the render pass's attachments will be read in the shader in the subpass, and what layout the attachment images should be transitioned to before the subpass. *inputAttachmentCount* indicates the number of input attachments. Input attachments must also be bound to the pipeline with a descriptor set.

---

*pColorAttachments* lists which of the render pass's attachments will be used as color attachments in the subpass, and what layout the attachment images should be transitioned to before the subpass. *colorAttachmentCount* indicates the number of color attachments.

Each entry in *pResolveAttachments* corresponds to an entry in *pColorAttachments*; either *pResolveAttachments* must be NULL or it must have *colorAttachmentCount* entries. If *pResolveAttachments* is not NULL, each of its elements corresponds to a color attachment (the element in *pColorAttachments* at the same index). At the end of each subpass, the subpass's color attachments will be resolved to the corresponding resolve attachments, unless the resolve attachment index is `VK_ATTACHMENT_UNUSED`.

The *depthStencilAttachment* indicates which attachment will be used for depth/stencil data and the layout it should be transitioned to before the subpass. If no depth/stencil attachment is used in the subpass, the attachment index must be `VK_ATTACHMENT_UNUSED`.

The *pPreserveAttachments* are the attachments that aren't used by a subpass, but whose contents must be preserved throughout the subpass. If the contents of an attachment are produced in one subpass and consumed in a later subpass, the attachment must be preserved in any subpasses on dependency chains from the producer to consumer. *preserveAttachmentCount* indicates the number of preserved attachments.

If a subpass uses an attachment as both an input attachment and either a color attachment or a depth/stencil attachment, all pipelines used in the subpass must disable writes to any components of the attachment format that are used as input.

## Dependencies

Dependencies describe a pipeline barrier that must occur between two subpasses, usually because the destination subpass reads attachment contents written by the source subpass. Dependencies are described by `VkSubpassDependency` structures, defined as:

```
typedef struct VkSubpassDependency {
    uint32_t          srcSubpass;
    uint32_t          dstSubpass;
    VkPipelineStageFlags srcStageMask;
    VkPipelineStageFlags dstStageMask;
    VkAccessFlags      srcAccessMask;
    VkAccessFlags      dstAccessMask;
    VkDependencyFlags  dependencyFlags;
} VkSubpassDependency;
```

The *srcSubpass* and *dstSubpass* are producer and consumer subpasses, respectively. *srcSubpass* must be less than or equal to *dstSubpass*, so that the order of subpass descriptions is always a valid execution ordering, and so the dependency graph cannot have cycles.

The *srcStageMask*, *dstStageMask*, *outputMask*, *inputMask*, and *byRegion* describe the barrier, and have the same meaning as the `VkCmdPipelineBarrier` parameters and `VkMemoryBarrier` members with the same names.

If *byRegion* is `VK_TRUE`, it describes a per-region (x,y,layer) dependency, that is for each region, the *srcStageMask* stages must have finished in *srcSubpass* before any *dstStageMask* stage starts in *dstSubpass* for the same region. If *byRegion* is `VK_FALSE`, it describes a global dependency, that is the *srcStageMask* stages must have finished for all regions in *srcSubpass* before any *dstStageMask* stage starts in *dstSubpass* for any region.

### Valid Usage

- *device* must be a valid `VkDevice` handle
- *pCreateInfo* must be a pointer to a valid `VkRenderPassCreateInfo` structure
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid `VkAllocationCallbacks` structure
- *pRenderPass* must be a pointer to a `VkRenderPass` handle

---

## Return Codes

### Success

- `VK_SUCCESS`

### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

## 1.68.5 See Also

[vkCmdBeginRenderPass](#), [vkCmdEndRenderPass](#)

---

## 1.69 vkCreateSampler(3)

### 1.69.1 Name

vkCreateSampler - Create a new sampler object

### 1.69.2 C Specification

```
VkResult vkCreateSampler(
    VkDevice                                device,
    const VkSamplerCreateInfo*              pCreateInfo,
    const VkAllocationCallbacks*            pAllocator,
    VkSampler*                              pSampler);
```

### 1.69.3 Parameters

#### ***device***

The device used to create the sampler object.

#### ***pCreateInfo***

A pointer to a structure containing the parameters used to construct the sampler.

#### ***pSampler***

A pointer to a variable which will receive the handle to the new sampler object.

### 1.69.4 Description

**vkCreateSampler** creates a new sampler object using the device specified in *device* and places the resulting handle in the variable whose address is given by *pSampler*. *pCreateInfo* is an instance of the [VkSamplerCreateInfo](#) structure whose definition is:

```
typedef struct VkSamplerCreateInfo {
    VkStructureType    sType;
    const void*        pNext;
    VkSamplerCreateFlags flags;
    VkFilter            magFilter;
    VkFilter            minFilter;
    VkSamplerMipmapMode mipmapMode;
    VkSamplerAddressMode addressModeU;
    VkSamplerAddressMode addressModeV;
    VkSamplerAddressMode addressModeW;
    float              mipLodBias;
    VkBool32           anisotropyEnable;
    float              maxAnisotropy;
    VkBool32           compareEnable;
    VkCompareOp         compareOp;
    float              minLod;
    float              maxLod;
    VkBorderColor       borderColor;
    VkBool32           unnormalizedCoordinates;
} VkSamplerCreateInfo;
```

The resulting sampler object should be destroyed with a call to [vkDestroySampler](#).

---

### Valid Usage

- *device* must be a valid `VkDevice` handle
- *pCreateInfo* must be a pointer to a valid `VkSamplerCreateInfo` structure
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid `VkAllocationCallbacks` structure
- *pSampler* must be a pointer to a `VkSampler` handle

### Return Codes

#### Success

- `VK_SUCCESS`

#### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
- `VK_ERROR_TOO_MANY_OBJECTS`

### 1.69.5 See Also

[vkDestroySampler](#), [vkCreateImage](#)

---



## 1.70 vkCreateSemaphore(3)

### 1.70.1 Name

vkCreateSemaphore - Create a new queue semaphore object.

### 1.70.2 C Specification

```
VkResult vkCreateSemaphore(
    VkDevice device,
    const VkSemaphoreCreateInfo* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkSemaphore* pSemaphore);
```

### 1.70.3 Parameters

***device***

The device with which to create the queue semaphore object.

***pCreateInfo***

A pointer to a structure containing information to be placed in the object.

***pSemaphore***

A pointer to a variable which will receive the handle to the new object.

### 1.70.4 Description

**vkCreateSemaphore** creates a new queue semaphore object using the information contained in *pCreateInfo* and the device specified in *device*. Upon success, a handle to the new queue semaphore object is deposited in the variable pointed to by *pSemaphore*. *pCreateInfo* should point to an instance of the [VkSemaphoreCreateInfo](#) structure, the definition of which is:

```
typedef struct VkSemaphoreCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkSemaphoreCreateFlags flags;
} VkSemaphoreCreateInfo;
```

The *sType* member of the [VkSemaphoreCreateInfo](#) structure should be set to `VK_STRUCTURE_TYPE_SEMAPHORE_CREATE_INFO`. The *pNext* member is reserved for use by extensions and should be set to **NULL**.

The *flags* member of the [VkSemaphoreCreateInfo](#) structure pointed to by *pCreateInfo* contains flags defining the initial state and behavior of the semaphore. Currently, no flags are defined.

The semaphore is created in the unsignaled state and may be signaled by submitting it to a queue through a call to [vkQueueSubmit](#).

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- *pCreateInfo* must be a pointer to a valid [VkSemaphoreCreateInfo](#) structure
- If *pAllocator* is not `NULL`, *pAllocator* must be a pointer to a valid [VkAllocationCallbacks](#) structure
- *pSemaphore* must be a pointer to a `VkSemaphore` handle

---

## Return Codes

### Success

- `VK_SUCCESS`

### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

## 1.70.5 See Also

[vkDestroySemaphore](#), [vkQueueSubmit](#)

---

## 1.71 vkCreateShaderModule(3)

### 1.71.1 Name

vkCreateShaderModule - Creates a new shader module object.

### 1.71.2 C Specification

```
VkResult vkCreateShaderModule(
    VkDevice device,
    const VkShaderModuleCreateInfo* pCreateInfo,
    const VkAllocationCallbacks* pAllocator,
    VkShaderModule* pShaderModule);
```

### 1.71.3 Parameters

**device**

Logical device to own the new object.

**pCreateInfo**

A pointer to a structure defining the shader module object to be created.

**pShaderModule**

Pointer to the variable to receive a handle to the new object.

### 1.71.4 Description

**vkCreateShaderModule** creates a new shader module from shader source provided by the caller. *device* is a handle to the device that is to be used to create the shader module. *pCreateInfo* is a pointer to an instance of the [VkShaderModuleCreateInfo](#) structure which contains information needed to construct the module. The definition of [VkShaderModuleCreateInfo](#) is:

```
typedef struct VkShaderModuleCreateInfo {
    VkStructureType sType;
    const void* pNext;
    VkShaderModuleCreateFlags flags;
    size_t codeSize;
    const uint32_t* pCode;
} VkShaderModuleCreateInfo;
```

The *pCode* member of *pCreateInfo* contains a pointer to an opaque code structure describing the content of the shader module. The *codeSize* member specifies the length of the data pointed to by *pCreateInfo* in bytes. The *flags* member of *pCreateInfo* is used to further control construction of the shader module. However, no flags are currently defined, *flags* is therefore reserved and should be set to zero.

Upon success, a handle to the newly created shader module object is placed in the variable that is pointed to by *pShaderModule*.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- *pCreateInfo* must be a pointer to a valid `VkShaderModuleCreateInfo` structure
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid `VkAllocationCallbacks` structure
- *pShaderModule* must be a pointer to a `VkShaderModule` handle

---

## Return Codes

### Success

- `VK_SUCCESS`

### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

## 1.71.5 See Also

[vkDestroyShaderModule](#)

---

## 1.72 vkDestroyBuffer(3)

### 1.72.1 Name

vkDestroyBuffer - Destroy a buffer object

### 1.72.2 C Specification

```
void vkDestroyBuffer(
    VkDevice          device,
    VkBuffer           buffer,
    const VkAllocationCallbacks* pAllocator);
```

### 1.72.3 Parameters

***device***

Logical device which owns the object.

***buffer***

The handle of the buffer object to destroy.

### 1.72.4 Description

**vkDestroyBuffer** destroys the buffer object whose handle is specified in *buffer*. *buffer* must be a valid handle to buffer object created through a successful call to [vkCreateBuffer](#) on *device*. Attempts to destroy **VK\_NULL\_HANDLE** are silently ignored. After a buffer object has been destroyed, its handle becomes invalid and must not be accessed again. Furthermore, any views of the buffer previously created through calls to [vkCreateBufferView](#) on the specified buffer also become invalid and should be destroyed before the parent buffer.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- If *buffer* is not `VK_NULL_HANDLE`, *buffer* must be a valid `VkBuffer` handle
- If *pAllocator* is not `NULL`, *pAllocator* must be a pointer to a valid `VkAllocationCallbacks` structure
- If *buffer* is a valid handle, it must have been created, allocated or retrieved from *device*
- Each of *device* and *buffer* that are valid handles must have been created, allocated or retrieved from the same `VkPhysicalDevice`
- All submitted commands that refer to *buffer*, either directly or via a `VkBufferView`, must have completed execution
- If `VkAllocationCallbacks` were provided when *buffer* was created, a compatible set of callbacks must be provided here
- If no `VkAllocationCallbacks` were provided when *buffer* was created, *pAllocator* must be `NULL`

#### Host Synchronization

- Host access to *buffer* must be externally synchronized

### 1.72.5 See Also

[vkCreateBuffer](#)

---

## 1.73 vkDestroyBufferView(3)

### 1.73.1 Name

vkDestroyBufferView - Destroy a buffer view object

### 1.73.2 C Specification

```
void vkDestroyBufferView(
    VkDevice          device,
    VkBufferView      bufferView,
    const VkAllocationCallbacks* pAllocator);
```

### 1.73.3 Parameters

***device***

Logical device which owns the object.

***bufferView***

The handle of the buffer view object to destroy.

### 1.73.4 Description

**vkDestroyBufferView** destroys the buffer view object whose handle is specified in *bufferView*. *bufferView* must be a valid handle to buffer view object created through a successful call to [vkCreateBufferView](#) on *device*. Attempts to destroy **VK\_NULL\_HANDLE** are silently ignored. After a buffer view object has been destroyed, its handle becomes invalid and must not be accessed again.

#### Valid Usage

- *device* must be a valid VkDevice handle
- If *bufferView* is not VK\_NULL\_HANDLE, *bufferView* must be a valid VkBufferView handle
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid VkAllocationCallbacks structure
- If *bufferView* is a valid handle, it must have been created, allocated or retrieved from *device*
- Each of *device* and *bufferView* that are valid handles must have been created, allocated or retrieved from the same VkPhysicalDevice
- All submitted commands that refer to *bufferView* must have completed execution
- If VkAllocationCallbacks were provided when *bufferView* was created, a compatible set of callbacks must be provided here
- If no VkAllocationCallbacks were provided when *bufferView* was created, *pAllocator* must be NULL

#### Host Synchronization

- Host access to *bufferView* must be externally synchronized

### 1.73.5 See Also

[vkCreateBufferView](#)

---

## 1.74 vkDestroyCommandPool(3)

### 1.74.1 Name

vkDestroyCommandPool - Destroy a command pool object

### 1.74.2 C Specification

```
void vkDestroyCommandPool (
    VkDevice          device,
    VkCommandPool     commandPool,
    const VkAllocationCallbacks* pAllocator);
```

### 1.74.3 Parameters

#### *device*

Logical device which owns the object.

#### *commandPool*

The command pool to destroy.

### 1.74.4 Description

**vkDestroyCommandPool** destroys the command pool object whose handle is specified in *commandPool*. *commandPool* must be a valid handle to command object created through a successful call to [vkCreateCommandPool](#) on *device*. Attempts to destroy **VK\_NULL\_HANDLE** are silently ignored. After a command pool object has been destroyed, its handle becomes invalid and must not be accessed again. Any command buffers allocated from the pool also become invalid and must not be accessed.

All command buffers allocated from the pool must be freed by a call to [vkFreeCommandBuffers](#) before the pool is destroyed. Failure to return command buffers to their command pools before destroying the pool object may result in resource leaks.

#### Valid Usage

- *device* must be a valid VkDevice handle
- If *commandPool* is not VK\_NULL\_HANDLE, *commandPool* must be a valid VkCommandPool handle
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid VkAllocationCallbacks structure
- If *commandPool* is a valid handle, it must have been created, allocated or retrieved from *device*
- Each of *device* and *commandPool* that are valid handles must have been created, allocated or retrieved from the same VkPhysicalDevice
- All VkCommandBuffer objects allocated from *commandPool* must not be pending execution
- If VkAllocationCallbacks were provided when *commandPool* was created, a compatible set of callbacks must be provided here
- If no VkAllocationCallbacks were provided when *commandPool* was created, *pAllocator* must be NULL

#### Host Synchronization

- Host access to *commandPool* must be externally synchronized

---

#### 1.74.5 See Also

[vkCreateCommandPool](#), [vkResetCommandPool](#)

---



## 1.75 vkDestroyDescriptorPool(3)

### 1.75.1 Name

vkDestroyDescriptorPool - Destroy a descriptor pool object

### 1.75.2 C Specification

```
void vkDestroyDescriptorPool(
    VkDevice          device,
    VkDescriptorPool   descriptorPool,
    const VkAllocationCallbacks* pAllocator);
```

### 1.75.3 Parameters

***device***

Logical device which owns the object.

***descriptorPool***

The handle of the descriptor pool to destroy.

### 1.75.4 Description

**vkDestroyDescriptorPool** destroys the descriptor pool object whose handle is specified in *descriptorPool*. *descriptorPool* must be a valid handle to descriptor pool object created through a successful call to **vkCreateDescriptorPool** on *device*. Attempts to destroy **VK\_NULL\_HANDLE** are silently ignored. After a descriptor pool object has been destroyed, its handle becomes invalid and must not be accessed again.

Any descriptor sets allocated from the pool should be freed before the pool is destroyed. Not returning descriptor sets to the pool before destroying the pool may cause a resource leak.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- If *descriptorPool* is not `VK_NULL_HANDLE`, *descriptorPool* must be a valid `VkDescriptorPool` handle
- If *pAllocator* is not `NULL`, *pAllocator* must be a pointer to a valid `VkAllocationCallbacks` structure
- If *descriptorPool* is a valid handle, it must have been created, allocated or retrieved from *device*
- Each of *device* and *descriptorPool* that are valid handles must have been created, allocated or retrieved from the same `VkPhysicalDevice`
- All submitted commands that refer to *descriptorPool* (via any allocated descriptor sets) must have completed execution
- If `VkAllocationCallbacks` were provided when *descriptorPool* was created, a compatible set of callbacks must be provided here
- If no `VkAllocationCallbacks` were provided when *descriptorPool* was created, *pAllocator* must be `NULL`

#### Host Synchronization

- Host access to *descriptorPool* must be externally synchronized

---

#### 1.75.5 See Also

`vkCreateDescriptorPool`

---

## 1.76 vkDestroyDescriptorSetLayout(3)

### 1.76.1 Name

vkDestroyDescriptorSetLayout - Destroy a descriptor set layout object

### 1.76.2 C Specification

```
void vkDestroyDescriptorSetLayout (
    VkDevice          device,
    VkDescriptorSetLayout descriptorSetLayout,
    const VkAllocationCallbacks* pAllocator);
```

### 1.76.3 Parameters

***device***

Logical device which owns the object.

***descriptorSetLayout***

The handle of the object to destroy.

### 1.76.4 Description

**vkDestroyDescriptorSetLayout** destroys the descriptor set layout object whose handle is specified in *descriptorSetLayout*. *descriptorSetLayout* must be a valid handle to fence object created through a successful call to [vkCreateDescriptorSetLayout](#) on *device*. Attempts to destroy **VK\_NULL\_HANDLE** are silently ignored. After a descriptor set object has been destroyed, its handle becomes invalid and must not be accessed again.

#### Valid Usage

- *device* must be a valid VkDevice handle
- If *descriptorSetLayout* is not VK\_NULL\_HANDLE, *descriptorSetLayout* must be a valid VkDescriptorSetLayout handle
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid VkAllocationCallbacks structure
- If *descriptorSetLayout* is a valid handle, it must have been created, allocated or retrieved from *device*
- Each of *device* and *descriptorSetLayout* that are valid handles must have been created, allocated or retrieved from the same VkPhysicalDevice
- If VkAllocationCallbacks were provided when *descriptorSetLayout* was created, a compatible set of callbacks must be provided here
- If no VkAllocationCallbacks were provided when *descriptorSetLayout* was created, *pAllocator* must be NULL

#### Host Synchronization

- Host access to *descriptorSetLayout* must be externally synchronized

### 1.76.5 See Also

[vkCreateDescriptorSetLayout](#)

---

## 1.77 vkDestroyDevice(3)

### 1.77.1 Name

vkDestroyDevice - Destroy a logical device.

### 1.77.2 C Specification

```
void vkDestroyDevice(
    VkDevice device,
    const VkAllocationCallbacks* pAllocator);
```

### 1.77.3 Parameters

***device***

A handle to the logical device to destroy.

### 1.77.4 Description

**vkDestroyDevice** destroys a logical device. It does not destroy any resources created by or associated with the device. If those resources are not destroyed, they may be leaked. Therefore, applications should ensure that all objects created through the logical device have been destroyed before destroying the device itself. Attempts to destroy **VK\_NULL\_HANDLE** are silently ignored.

#### Valid Usage

- If *device* is not NULL, *device* must be a valid VkDevice handle
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid VkAllocationCallbacks structure
- All child objects created on *device* must have been destroyed prior to destroying *device*
- If VkAllocationCallbacks were provided when *device* was created, a compatible set of callbacks must be provided here
- If no VkAllocationCallbacks were provided when *device* was created, *pAllocator* must be NULL

#### Host Synchronization

- Host access to *device* must be externally synchronized

### 1.77.5 See Also

[vkCreateDevice](#), [vkDestroyDevice](#)

---

## 1.78 vkDestroyEvent(3)

### 1.78.1 Name

vkDestroyEvent - Destroy an event object

### 1.78.2 C Specification

```
void vkDestroyEvent (
    VkDevice          device,
    VkEvent           event,
    const VkAllocationCallbacks* pAllocator);
```

### 1.78.3 Parameters

**device**

Logical device which owns the object.

**event**

The handle of the object to destroy.

### 1.78.4 Description

**vkDestroyEvent** destroys the event object whose handle is specified in *event*. *event* must be a valid handle to event object created through a successful call to [vkCreateEvent](#) on *device*. Attempts to destroy **VK\_NULL\_HANDLE** are silently ignored. After a event object has been destroyed, its handle becomes invalid and must not be accessed again. Results are undefined if a command buffer is waiting on a event when the event is destroyed.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- If *event* is not `VK_NULL_HANDLE`, *event* must be a valid `VkEvent` handle
- If *pAllocator* is not `NULL`, *pAllocator* must be a pointer to a valid `VkAllocationCallbacks` structure
- If *event* is a valid handle, it must have been created, allocated or retrieved from *device*
- Each of *device* and *event* that are valid handles must have been created, allocated or retrieved from the same `VkPhysicalDevice`
- All submitted commands that refer to *event* must have completed execution
- If `VkAllocationCallbacks` were provided when *event* was created, a compatible set of callbacks must be provided here
- If no `VkAllocationCallbacks` were provided when *event* was created, *pAllocator* must be `NULL`

#### Host Synchronization

- Host access to *event* must be externally synchronized

### 1.78.5 See Also

[vkCreateEvent](#)

---

## 1.79 vkDestroyFence(3)

### 1.79.1 Name

vkDestroyFence - Destroy a fence object

### 1.79.2 C Specification

```
void vkDestroyFence(
    VkDevice          device,
    VkFence           fence,
    const VkAllocationCallbacks* pAllocator);
```

### 1.79.3 Parameters

***device***

Logical device which owns the object.

***fence***

The handle of the object to destroy.

### 1.79.4 Description

**vkDestroyFence** destroys the fence object whose handle is specified in *fence*. *fence* must be a valid handle to fence object created through a successful call to [vkCreateFence](#) on *device*. Attempts to destroy **VK\_NULL\_HANDLE** are silently ignored. After a fence object has been destroyed, its handle becomes invalid and must not be accessed again. Results are undefined if another thread is waiting on a fence when the fence is destroyed.

#### Valid Usage

- *device* must be a valid VkDevice handle
- If *fence* is not VK\_NULL\_HANDLE, *fence* must be a valid VkFence handle
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid VkAllocationCallbacks structure
- If *fence* is a valid handle, it must have been created, allocated or retrieved from *device*
- Each of *device* and *fence* that are valid handles must have been created, allocated or retrieved from the same VkPhysicalDevice
- *fence* must not be associated with any queue command that has not yet completed execution on that queue
- If VkAllocationCallbacks were provided when *fence* was created, a compatible set of callbacks must be provided here
- If no VkAllocationCallbacks were provided when *fence* was created, *pAllocator* must be NULL

#### Host Synchronization

- Host access to *fence* must be externally synchronized

### 1.79.5 See Also

[vkCreateFence](#)

---

## 1.80 vkDestroyFramebuffer(3)

### 1.80.1 Name

vkDestroyFramebuffer - Destroy a framebuffer object

### 1.80.2 C Specification

```
void vkDestroyFramebuffer(  
    VkDevice device,  
    VkFramebuffer framebuffer,  
    const VkAllocationCallbacks* pAllocator);
```

### 1.80.3 Parameters

***device***

Logical device which owns the object.

***framebuffer***

The handle of the object to destroy.

### 1.80.4 Description

**vkDestroyFramebuffer** destroys the framebuffer object whose handle is specified in *framebuffer*. *framebuffer* must be a valid handle to framebuffer object created through a successful call to [vkCreateFramebuffer](#) on *device*. Attempts to destroy **VK\_NULL\_HANDLE** are silently ignored. After a framebuffer object has been destroyed, its handle becomes invalid and must not be accessed again.

#### Valid Usage

- *device* must be a valid VkDevice handle
- If *framebuffer* is not VK\_NULL\_HANDLE, *framebuffer* must be a valid VkFramebuffer handle
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid VkAllocationCallbacks structure
- If *framebuffer* is a valid handle, it must have been created, allocated or retrieved from *device*
- Each of *device* and *framebuffer* that are valid handles must have been created, allocated or retrieved from the same VkPhysicalDevice
- All submitted commands that refer to *framebuffer* must have completed execution
- If VkAllocationCallbacks were provided when *framebuffer* was created, a compatible set of callbacks must be provided here
- If no VkAllocationCallbacks were provided when *framebuffer* was created, *pAllocator* must be NULL

#### Host Synchronization

- Host access to *framebuffer* must be externally synchronized

### 1.80.5 See Also

[vkCreateFramebuffer](#)

---

## 1.81 vkDestroyImage(3)

### 1.81.1 Name

vkDestroyImage - Destroy an image object

### 1.81.2 C Specification

```
void vkDestroyImage(
    VkDevice      device,
    VkImage       image,
    const VkAllocationCallbacks* pAllocator);
```

### 1.81.3 Parameters

***device***

Logical device which owns the object.

***image***

The handle of the object to destroy.

### 1.81.4 Description

**vkDestroyImage** destroys the image object whose handle is specified in *image*. *image* must be a valid handle to an image object created through a successful call to [vkCreateImage](#) on *device*. Attempts to destroy **VK\_NULL\_HANDLE** are silently ignored. After an image has been destroyed, its handle becomes invalid and must not be accessed again. Additionally, views of images immediately become invalid once the parent image has been destroyed.

#### Valid Usage

- *device* must be a valid VkDevice handle
- If *image* is not VK\_NULL\_HANDLE, *image* must be a valid VkImage handle
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid VkAllocationCallbacks structure
- If *image* is a valid handle, it must have been created, allocated or retrieved from *device*
- Each of *device* and *image* that are valid handles must have been created, allocated or retrieved from the same VkPhysicalDevice
- All submitted commands that refer to *image*, either directly or via a VkImageView, must have completed execution
- If VkAllocationCallbacks were provided when *image* was created, a compatible set of callbacks must be provided here
- If no VkAllocationCallbacks were provided when *image* was created, *pAllocator* must be NULL

#### Host Synchronization

- Host access to *image* must be externally synchronized

### 1.81.5 See Also

[vkCreateImage](#)

---



## 1.82 vkDestroyImageView(3)

### 1.82.1 Name

vkDestroyImageView - Destroy an image view object

### 1.82.2 C Specification

```
void vkDestroyImageView(  
    VkDevice device,  
    VkImageView imageView,  
    const VkAllocationCallbacks* pAllocator);
```

### 1.82.3 Parameters

***device***

Logical device which owns the object.

***imageView***

The handle of the image view object to destroy.

### 1.82.4 Description

**vkDestroyImageView** destroys the image view object whose handle is specified in *imageView*. *imageView* must be a valid handle to an image view object created through a successful call to [vkCreateImageView](#) on *device*. Attempts to destroy **VK\_NULL\_HANDLE** are silently ignored. After an image view has been destroyed, its handle becomes invalid and must not be accessed again.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- If *imageView* is not `VK_NULL_HANDLE`, *imageView* must be a valid `VkImageView` handle
- If *pAllocator* is not `NULL`, *pAllocator* must be a pointer to a valid `VkAllocationCallbacks` structure
- If *imageView* is a valid handle, it must have been created, allocated or retrieved from *device*
- Each of *device* and *imageView* that are valid handles must have been created, allocated or retrieved from the same `VkPhysicalDevice`
- All submitted commands that refer to *imageView* must have completed execution
- If `VkAllocationCallbacks` were provided when *imageView* was created, a compatible set of callbacks must be provided here
- If no `VkAllocationCallbacks` were provided when *imageView* was created, *pAllocator* must be `NULL`

#### Host Synchronization

- Host access to *imageView* must be externally synchronized

### 1.82.5 See Also

[vkCreateImage](#), [vkDestroyImage](#), [vkCreateImageView](#)

---

## 1.83 vkDestroyInstance(3)

### 1.83.1 Name

vkDestroyInstance - Destroy an instance of Vulkan.

### 1.83.2 C Specification

```
void vkDestroyInstance(
    VkInstance          instance,
    const VkAllocationCallbacks* pAllocator);
```

### 1.83.3 Parameters

***instance***

Vulkan instance to release.

### 1.83.4 Description

**vkDestroyInstance** destroys an instance of Vulkan. After destruction of the instance, all devices (logical and physical) and any objects created by those devices become invalid and should not be accessed. However, objects allocated directly or indirectly through the instance are not destroyed automatically and so may be leaked. Applications should destroy all objects created through *instance* before destroying the instance itself.

#### Valid Usage

- If *instance* is not NULL, *instance* must be a valid VkInstance handle
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid VkAllocationCallbacks structure
- All child objects created using *instance* must have been destroyed prior to destroying *instance*
- If VkAllocationCallbacks were provided when *instance* was created, a compatible set of callbacks must be provided here
- If no VkAllocationCallbacks were provided when *instance* was created, *pAllocator* must be NULL

#### Host Synchronization

- Host access to *instance* must be externally synchronized

### 1.83.5 See Also

[vkCreateInstance](#), [vkCreateDevice](#), [vkDestroyDevice](#)

---

## 1.84 vkDestroyPipeline(3)

### 1.84.1 Name

vkDestroyPipeline - Destroy a pipeline object

### 1.84.2 C Specification

```
void vkDestroyPipeline(
    VkDevice      device,
    VkPipeline    pipeline,
    const VkAllocationCallbacks* pAllocator);
```

### 1.84.3 Parameters

***device***

Logical device which owns the object.

***pipeline***

The handle of the object to destroy.

### 1.84.4 Description

**vkDestroyPipeline** destroys the pipeline object whose handle is specified in *pipeline*. *pipeline* must be a valid handle to a pipeline created through a successful call to [vkCreateGraphicsPipelines](#) or [vkCreateComputePipelines](#) on *device*. Attempts to destroy **VK\_NULL\_HANDLE** are silently ignored. Once a pipeline has been destroyed, its handle becomes invalid and must not be accessed again.

#### Valid Usage

- *device* must be a valid VkDevice handle
- If *pipeline* is not VK\_NULL\_HANDLE, *pipeline* must be a valid VkPipeline handle
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid VkAllocationCallbacks structure
- If *pipeline* is a valid handle, it must have been created, allocated or retrieved from *device*
- Each of *device* and *pipeline* that are valid handles must have been created, allocated or retrieved from the same VkPhysicalDevice
- All submitted commands that refer to *pipeline* must have completed execution
- If VkAllocationCallbacks were provided when *pipeline* was created, a compatible set of callbacks must be provided here
- If no VkAllocationCallbacks were provided when *pipeline* was created, *pAllocator* must be NULL

#### Host Synchronization

- Host access to *pipeline* must be externally synchronized

### 1.84.5 See Also

[vkCreateGraphicsPipelines](#), [vkCreateComputePipelines](#)

---

## 1.85 vkDestroyPipelineCache(3)

### 1.85.1 Name

vkDestroyPipelineCache - Destroy a pipeline cache object

### 1.85.2 C Specification

```
void vkDestroyPipelineCache(
    VkDevice          device,
    VkPipelineCache    pipelineCache,
    const VkAllocationCallbacks* pAllocator);
```

### 1.85.3 Parameters

***device***

Logical device which owns the object.

***pipelineCache***

The handle of the object to destroy.

### 1.85.4 Description

**vkDestroyPipelineCache** destroys the pipeline cache object whose handle is specified in *pipelineCache*, which must be a valid handle to a pipeline cache object that was created by a successful call to [vkCreatePipelineCache](#) on *device*. Attempts to destroy **VK\_NULL\_HANDLE** are silently ignored. After a pipeline cache has been destroyed, its handle becomes invalid and should not be accessed again.

#### Valid Usage

- *device* must be a valid VkDevice handle
- If *pipelineCache* is not VK\_NULL\_HANDLE, *pipelineCache* must be a valid VkPipelineCache handle
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid VkAllocationCallbacks structure
- If *pipelineCache* is a valid handle, it must have been created, allocated or retrieved from *device*
- Each of *device* and *pipelineCache* that are valid handles must have been created, allocated or retrieved from the same VkPhysicalDevice
- If VkAllocationCallbacks were provided when *pipelineCache* was created, a compatible set of callbacks must be provided here
- If no VkAllocationCallbacks were provided when *pipelineCache* was created, *pAllocator* must be NULL

#### Host Synchronization

- Host access to *pipelineCache* must be externally synchronized

### 1.85.5 See Also

[vkCreatePipelineCache](#), [vkGetPipelineCacheData](#), [vkMergePipelineCaches](#)

---

## 1.86 vkDestroyPipelineLayout(3)

### 1.86.1 Name

vkDestroyPipelineLayout - Destroy a pipeline layout object

### 1.86.2 C Specification

```
void vkDestroyPipelineLayout (
    VkDevice          device,
    VkPipelineLayout  pipelineLayout,
    const VkAllocationCallbacks* pAllocator);
```

### 1.86.3 Parameters

***device***

Logical device which owns the object.

***pipelineLayout***

The handle of the object to destroy.

### 1.86.4 Description

**vkDestroyPipelineLayout** destroys the pipeline layout object whose handle is specified in *pipelineLayout*, which must be a valid handle to a pipeline layout that was created by *device*. Attempts to destroy **VK\_NULL\_HANDLE** are silently ignored. After a pipeline layout has been destroyed, its handle becomes invalid and should not be accessed again.

#### Valid Usage

- *device* must be a valid VkDevice handle
- If *pipelineLayout* is not VK\_NULL\_HANDLE, *pipelineLayout* must be a valid VkPipelineLayout handle
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid VkAllocationCallbacks structure
- If *pipelineLayout* is a valid handle, it must have been created, allocated or retrieved from *device*
- Each of *device* and *pipelineLayout* that are valid handles must have been created, allocated or retrieved from the same VkPhysicalDevice
- If VkAllocationCallbacks were provided when *pipelineLayout* was created, a compatible set of callbacks must be provided here
- If no VkAllocationCallbacks were provided when *pipelineLayout* was created, *pAllocator* must be NULL

#### Host Synchronization

- Host access to *pipelineLayout* must be externally synchronized

### 1.86.5 See Also

[vkCreatePipelineLayout](#)

---

## 1.87 vkDestroyQueryPool(3)

### 1.87.1 Name

vkDestroyQueryPool - Destroy a query pool object

### 1.87.2 C Specification

```
void vkDestroyQueryPool(
    VkDevice          device,
    VkQueryPool       queryPool,
    const VkAllocationCallbacks* pAllocator);
```

### 1.87.3 Parameters

***device***

Logical device which owns the object.

***queryPool***

The handle of the object to destroy.

### 1.87.4 Description

**vkDestroyQueryPool** destroys the query pool whose handle is specified in *queryPool*, which must be a valid handle to a query pool that was created by *device*. Attempts to destroy **VK\_NULL\_HANDLE** are silently ignored. After a query pool has been destroyed, its handle becomes invalid and should not be accessed again.

#### Valid Usage

- *device* must be a valid VkDevice handle
- If *queryPool* is not VK\_NULL\_HANDLE, *queryPool* must be a valid VkQueryPool handle
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid VkAllocationCallbacks structure
- If *queryPool* is a valid handle, it must have been created, allocated or retrieved from *device*
- Each of *device* and *queryPool* that are valid handles must have been created, allocated or retrieved from the same VkPhysicalDevice
- All submitted commands that refer to *queryPool* must have completed execution
- If VkAllocationCallbacks were provided when *queryPool* was created, a compatible set of callbacks must be provided here
- If no VkAllocationCallbacks were provided when *queryPool* was created, *pAllocator* must be NULL

#### Host Synchronization

- Host access to *queryPool* must be externally synchronized

### 1.87.5 See Also

[vkCreateQueryPool](#), [vkCmdResetQueryPool](#), [vkCmdBeginQuery](#), [vkCmdEndQuery](#), [vkCmdCopyQueryPoolResults](#), [vkGetQueryPoolResults](#)

---

## 1.88 vkDestroyRenderPass(3)

### 1.88.1 Name

vkDestroyRenderPass - Destroy a render pass object

### 1.88.2 C Specification

```
void vkDestroyRenderPass (
    VkDevice          device,
    VkRenderPass      renderPass,
    const VkAllocationCallbacks* pAllocator);
```

### 1.88.3 Parameters

***device***

Logical device which owns the object.

***renderPass***

The handle of the object to destroy.

### 1.88.4 Description

**vkDestroyRenderPass** destroys the render pass whose handle is specified in *renderPass*, which must be a valid handle to a render pass that was created by *device*. Attempts to destroy **VK\_NULL\_HANDLE** are silently ignored. After a render pass has been destroyed, its handle becomes invalid and should not be accessed again.

#### Valid Usage

- *device* must be a valid VkDevice handle
- If *renderPass* is not VK\_NULL\_HANDLE, *renderPass* must be a valid VkRenderPass handle
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid VkAllocationCallbacks structure
- If *renderPass* is a valid handle, it must have been created, allocated or retrieved from *device*
- Each of *device* and *renderPass* that are valid handles must have been created, allocated or retrieved from the same VkPhysicalDevice
- All submitted commands that refer to *renderPass* must have completed execution
- If VkAllocationCallbacks were provided when *renderPass* was created, a compatible set of callbacks must be provided here
- If no VkAllocationCallbacks were provided when *renderPass* was created, *pAllocator* must be NULL

#### Host Synchronization

- Host access to *renderPass* must be externally synchronized

### 1.88.5 See Also

[vkCreateRenderPass](#)

---

## 1.89 vkDestroySampler(3)

### 1.89.1 Name

vkDestroySampler - Destroy a sampler object

### 1.89.2 C Specification

```
void vkDestroySampler(
    VkDevice      device,
    VkSampler     sampler,
    const VkAllocationCallbacks* pAllocator);
```

### 1.89.3 Parameters

***device***

Logical device which owns the object.

***sampler***

The handle of the object to destroy.

### 1.89.4 Description

**vkDestroySampler** destroys the sampler whose handle is specified in *sampler*, which must be a valid handle to a sampler that was created by *device*. Attempts to destroy **VK\_NULL\_HANDLE** are silently ignored. After a sampler has been destroyed, its handle becomes invalid and should not be accessed again.

#### Valid Usage

- *device* must be a valid VkDevice handle
- If *sampler* is not VK\_NULL\_HANDLE, *sampler* must be a valid VkSampler handle
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid VkAllocationCallbacks structure
- If *sampler* is a valid handle, it must have been created, allocated or retrieved from *device*
- Each of *device* and *sampler* that are valid handles must have been created, allocated or retrieved from the same VkPhysicalDevice
- All submitted commands that refer to *sampler* must have completed execution
- If VkAllocationCallbacks were provided when *sampler* was created, a compatible set of callbacks must be provided here
- If no VkAllocationCallbacks were provided when *sampler* was created, *pAllocator* must be NULL

#### Host Synchronization

- Host access to *sampler* must be externally synchronized

### 1.89.5 See Also

[vkCreateSampler](#)

---



## 1.90 vkDestroySemaphore(3)

### 1.90.1 Name

vkDestroySemaphore - Destroy a semaphore object

### 1.90.2 C Specification

```
void vkDestroySemaphore(
    VkDevice      device,
    VkSemaphore   semaphore,
    const VkAllocationCallbacks* pAllocator);
```

### 1.90.3 Parameters

***device***

Logical device which owns the object.

***semaphore***

The handle of the object to destroy.

### 1.90.4 Description

**vkDestroySemaphore** destroys the semaphore whose handle is specified in *semaphore*, which must be a valid handle to a semaphore that was created by device *device*. Attempts to destroy **VK\_NULL\_HANDLE** are silently ignored. Once a semaphore has been destroyed, its handle becomes invalid and must not be reused.

#### Valid Usage

- *device* must be a valid VkDevice handle
- If *semaphore* is not VK\_NULL\_HANDLE, *semaphore* must be a valid VkSemaphore handle
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid VkAllocationCallbacks structure
- If *semaphore* is a valid handle, it must have been created, allocated or retrieved from *device*
- Each of *device* and *semaphore* that are valid handles must have been created, allocated or retrieved from the same VkPhysicalDevice
- *semaphore* must not be associated with any queue command that has not yet completed execution on that queue
- If VkAllocationCallbacks were provided when *semaphore* was created, a compatible set of callbacks must be provided here
- If no VkAllocationCallbacks were provided when *semaphore* was created, *pAllocator* must be NULL

#### Host Synchronization

- Host access to *semaphore* must be externally synchronized

### 1.90.5 See Also

[vkCreateSemaphore](#)

---

## 1.91 vkDestroyShaderModule(3)

### 1.91.1 Name

vkDestroyShaderModule - Destroy a shader module module

### 1.91.2 C Specification

```
void vkDestroyShaderModule(
    VkDevice          device,
    VkShaderModule    shaderModule,
    const VkAllocationCallbacks* pAllocator);
```

### 1.91.3 Parameters

***device***

Logical device which owns the object.

***shaderModule***

The handle of the object to destroy.

### 1.91.4 Description

**vkDestroyShaderModule** destroys the shader module specified in *shaderModule*, which must be a valid handle to a shader module owned by *device*. An attempt to destroy the **VK\_NULL\_HANDLE** handle are silently ignored. After the shader module has been destroyed its handle becomes invalid and it should not be accessed again.

#### Valid Usage

- *device* must be a valid VkDevice handle
- If *shaderModule* is not VK\_NULL\_HANDLE, *shaderModule* must be a valid VkShaderModule handle
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid VkAllocationCallbacks structure
- If *shaderModule* is a valid handle, it must have been created, allocated or retrieved from *device*
- Each of *device* and *shaderModule* that are valid handles must have been created, allocated or retrieved from the same VkPhysicalDevice
- If VkAllocationCallbacks were provided when *shaderModule* was created, a compatible set of callbacks must be provided here
- If no VkAllocationCallbacks were provided when *shaderModule* was created, *pAllocator* must be NULL

#### Host Synchronization

- Host access to *shaderModule* must be externally synchronized

### 1.91.5 See Also

[vkCreateShaderModule](#), [vkCreateShader](#), [vkDestroyShader](#)

---

## 1.92 vkDeviceWaitIdle(3)

### 1.92.1 Name

vkDeviceWaitIdle - Wait for a device to become idle.

### 1.92.2 C Specification

```
VkResult vkDeviceWaitIdle(  
    VkDevice  
                                device);
```

### 1.92.3 Parameters

*device*

The handle to the device to idle.

### 1.92.4 Description

**vkDeviceWaitIdle** waits for the device specified by *device* to complete all work submitted by the application and become idle. It is logically equivalent to calling [vkQueueWaitIdle](#) on all queues associated with the device.

#### Valid Usage

- *device* must be a valid VkDevice handle

#### Host Synchronization

- Host access to all VkQueue objects created from *device* must be externally synchronized

#### Return Codes

##### Success

- VK\_SUCCESS

##### Failure

- VK\_ERROR\_OUT\_OF\_HOST\_MEMORY
- VK\_ERROR\_OUT\_OF\_DEVICE\_MEMORY
- VK\_ERROR\_DEVICE\_LOST

### 1.92.5 See Also

[vkQueueWaitIdle](#)

---

## 1.93 vkEndCommandBuffer(3)

### 1.93.1 Name

vkEndCommandBuffer - Finish recording a command buffer

### 1.93.2 C Specification

```
VkResult vkEndCommandBuffer (
    VkCommandBuffer          commandBuffer);
```

### 1.93.3 Parameters

#### *commandBuffer*

A handle to the command buffer for which recording is to end.

### 1.93.4 Description

**vkEndCommandBuffer** ends the recording of a command buffer. The command buffer must be in the recording state. After recording of a primary command buffer is completed, it may be submitted to a queue using [vkQueueSubmit](#). After recording of a secondary command buffer is completed, it may be called from a primary command buffer by a call to [vkCmdExecuteCommands](#). No further modification to a completed command buffer may be performed until [vkResetCommandBuffer](#) is called on it.

#### Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *commandBuffer* must be in the recording state
- If *commandBuffer* is a primary command buffer, there must not be an active render pass instance
- All queries made [active](#) during the recording of *commandBuffer* must have been made inactive

#### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized

#### Return Codes

##### Success

- `VK_SUCCESS`

##### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

### 1.93.5 See Also

[vkAllocateCommandBuffers](#), [vkFreeCommandBuffers](#), [vkBeginCommandBuffer](#), [vkResetCommandBuffer](#), [vkCmdExecuteCommands](#)

---

## 1.94 vkEnumerateDeviceExtensionProperties(3)

### 1.94.1 Name

vkEnumerateDeviceExtensionProperties - Returns properties of available physical device extensions.

### 1.94.2 C Specification

```
VkResult vkEnumerateDeviceExtensionProperties(
    VkPhysicalDevice      physicalDevice,
    const char*           pLayerName,
    uint32_t*             pPropertyCount,
    VkExtensionProperties* pProperties);
```

### 1.94.3 Parameters

***physicalDevice***

Physical device to query.

***pLayerName***

Optional layer name to query.

***pPropertyCount***

Count indicating number of `VkExtensionProperties` pointed to by *pProperties*.

***pProperties***

Pointer to an array of `VkExtensionProperties`.

### 1.94.4 Description

**vkEnumerateDeviceExtensionProperties** retrieves properties for extensions on a physical device whose handle is given in *physicalDevice*. To determine the extensions implemented by a layer set *pLayerName* to point to the layer's name and any returned extensions are implemented by that layer. Setting *pLayerName* to NULL will return the available non-layer extensions. *pPropertyCount* must be set to the size of the `VkExtensionProperties` array pointed to by *pProperties*. The *pProperties* should point to an array of `VkExtensionProperties` to be filled out or null. If null, **vkEnumerateDeviceExtensionProperties** will update *pPropertyCount* with the number of extensions found. The definition of `VkExtensionProperties` is as follows:

```
typedef struct VkExtensionProperties {
    char          extensionName[VK_MAX_EXTENSION_NAME_SIZE];
    uint32_t      specVersion;
} VkExtensionProperties;
```

#### Valid Usage

- *physicalDevice* must be a valid `VkPhysicalDevice` handle
- If *pLayerName* is not NULL, *pLayerName* must be a null-terminated string
- *pPropertyCount* must be a pointer to a `uint32_t` value
- If the value referenced by *pPropertyCount* is not 0, and *pProperties* is not NULL, *pProperties* must be a pointer to an array of *pPropertyCount* `VkExtensionProperties` structures
- If *pLayerName* is not NULL, it must be the name of a layer returned by `vkEnumerateDeviceLayerProperties`

---

## Return Codes

### Success

- `VK_SUCCESS`
- `VK_INCOMPLETE`

### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

#### 1.94.5 See Also

[vkEnumerateDeviceLayerProperties](#), [vkCreateDevice](#)

---

## 1.95 vkEnumerateDeviceLayerProperties(3)

### 1.95.1 Name

vkEnumerateDeviceLayerProperties - Returns properties of available physical device layers.

### 1.95.2 C Specification

```
VkResult vkEnumerateDeviceLayerProperties (
    VkPhysicalDevice          physicalDevice,
    uint32_t*                 pPropertyCount,
    VkLayerProperties*         pProperties);
```

### 1.95.3 Parameters

***physicalDevice***

Physical device to query.

***pPropertyCount***

Count indicating number of `VkLayerProperties` pointed to by *pProperties*.

***pProperties***

Pointer to an array of `VkLayerProperties`.

### 1.95.4 Description

**vkEnumerateDeviceLayerProperties** retrieves properties for layers on a physical device whose handle is given in *physicalDevice*. *pPropertyCount* must be a valid pointer to an integer set to the size of the `VkLayerProperties` array pointed to by *pProperties*. *pProperties* must be **NULL** or a pointer to an array of `VkLayerProperties` to be filled out. If **NULL**, **vkEnumerateDeviceLayerProperties** will update *pPropertyCount* with the number of layers found. The definition of `VkLayerProperties` is as follows:

```
typedef struct VkLayerProperties {
    char        layerName[VK_MAX_EXTENSION_NAME_SIZE];
    uint32_t    specVersion;
    uint32_t    implementationVersion;
    char        description[VK_MAX_DESCRIPTION_SIZE];
} VkLayerProperties;
```

#### Valid Usage

- *physicalDevice* must be a valid `VkPhysicalDevice` handle
- *pPropertyCount* must be a pointer to a `uint32_t` value
- If the value referenced by *pPropertyCount* is not 0, and *pProperties* is not **NULL**, *pProperties* must be a pointer to an array of *pPropertyCount* `VkLayerProperties` structures

---

## Return Codes

### Success

- VK\_SUCCESS
- VK\_INCOMPLETE

### Failure

- VK\_ERROR\_OUT\_OF\_HOST\_MEMORY
- VK\_ERROR\_OUT\_OF\_DEVICE\_MEMORY

#### 1.95.5 See Also

[vkEnumerateDeviceLayerProperties](#), [vkCreateDevice](#)

---



## 1.96 vkEnumerateInstanceExtensionProperties(3)

### 1.96.1 Name

vkEnumerateInstanceExtensionProperties - Returns up to requested number of global extension properties.

### 1.96.2 C Specification

```
VkResult vkEnumerateInstanceExtensionProperties(  
    const char*          pLayerName,  
    uint32_t*            pPropertyCount,  
    VkExtensionProperties* pProperties);
```

### 1.96.3 Parameters

***pLayerName***

Pointer to optional layer name. If not null, will only return extension properties for the requested layer.

***pPropertyCount***

Pointer to count indicating space available on input and structures returned on output.

***pProperties***

Pointer to a data structure to receive the results.

### 1.96.4 Description

**vkEnumerateInstanceExtensionProperties** retrieves properties for global extensions of the loader or the optionally specified layer. *pProperties* points to an array of `VkExtensionProperties` where the return data will be stored. If NULL, **vkEnumerateInstanceExtensionProperties** will update the count with the number of global extensions found. *pPropertyCount* must point to a count indicating the number of `VkExtensionProperties` structures available. The definition of `VkExtensionProperties` is as follows:

```
typedef struct VkExtensionProperties {  
    char          extensionName[VK_MAX_EXTENSION_NAME_SIZE];  
    uint32_t      specVersion;  
} VkExtensionProperties;
```

#### Valid Usage

- If *pLayerName* is not NULL, *pLayerName* must be a null-terminated string
- *pPropertyCount* must be a pointer to a `uint32_t` value
- If the value referenced by *pPropertyCount* is not 0, and *pProperties* is not NULL, *pProperties* must be a pointer to an array of *pPropertyCount* `VkExtensionProperties` structures
- If *pLayerName* is not NULL, it must be the name of a layer returned by `vkEnumerateInstanceLayerProperties`

---

## Return Codes

### Success

- VK\_SUCCESS
- VK\_INCOMPLETE

### Failure

- VK\_ERROR\_OUT\_OF\_HOST\_MEMORY
- VK\_ERROR\_OUT\_OF\_DEVICE\_MEMORY

## 1.96.5 Return Value

Upon success, **vkEnumerateInstanceExtensionProperties** returns VK\_SUCCESS or VK\_INCOMPLETE. VK\_INCOMPLETE indicates that the number of extension properties found exceeds the given count. An app will need to call again with a larger array and count to get all available extension properties. The number of available extensions could change from one call to the next if an application updates or installs Vulkan components.

## 1.96.6 See Also

[vkEnumerateInstanceLayerProperties](#), [vkCreateInstance](#)

---

## 1.97 vkEnumerateInstanceLayerProperties(3)

### 1.97.1 Name

vkEnumerateInstanceLayerProperties - Returns up to requested number of global layer properties.

### 1.97.2 C Specification

```
VkResult vkEnumerateInstanceLayerProperties(  
    uint32_t*                pPropertyCount,  
    VkLayerProperties*        pProperties);
```

### 1.97.3 Parameters

#### *pPropertyCount*

Pointer to count indicating space available on input and structures returned on output.

#### *pProperties*

Pointer to a array to receive the results.

### 1.97.4 Description

**vkEnumerateInstanceLayerProperties** retrieves properties for global layers. *pPropertyCount* must be a valid pointer to an integer set to the size of the [VkLayerProperties](#) array pointed to by *pProperties*. *pProperties* must be **NULL** or a pointer to an array of [VkLayerProperties](#) to be filled out. If **NULL**, **vkEnumerateInstanceLayerProperties** will update *pPropertyCount* with the number of layers found. The definition of [VkLayerProperties](#) is as follows:

```
typedef struct VkLayerProperties {  
    char        layerName[VK_MAX_EXTENSION_NAME_SIZE];  
    uint32_t    specVersion;  
    uint32_t    implementationVersion;  
    char        description[VK_MAX_DESCRIPTION_SIZE];  
} VkLayerProperties;
```

#### Valid Usage

- *pPropertyCount* must be a pointer to a uint32\_t value
- If the value referenced by *pPropertyCount* is not 0, and *pProperties* is not **NULL**, *pProperties* must be a pointer to an array of *pPropertyCount* [VkLayerProperties](#) structures

#### Return Codes

##### Success

- VK\_SUCCESS
- VK\_INCOMPLETE

##### Failure

- VK\_ERROR\_OUT\_OF\_HOST\_MEMORY
- VK\_ERROR\_OUT\_OF\_DEVICE\_MEMORY

---

### 1.97.5 See Also

[vkEnumerateInstanceExtensionProperties](#), [vkCreateInstance](#)

---

## 1.98 vkEnumeratePhysicalDevices(3)

### 1.98.1 Name

vkEnumeratePhysicalDevices - Enumerates the physical devices accessible to a Vulkan instance.

### 1.98.2 C Specification

```
VkResult vkEnumeratePhysicalDevices(  
    VkInstance          instance,  
    uint32_t*           pPhysicalDeviceCount,  
    VkPhysicalDevice*   pPhysicalDevices);
```

### 1.98.3 Parameters

***instance***

A handle to the instance to be used to enumerate devices.

***pPhysicalDeviceCount***

A pointer to a variable containing the maximum number of devices to enumerate.

***pPhysicalDevices***

A pointer to an array that will be filled with handles to the enumerated devices.

### 1.98.4 Description

**vkEnumeratePhysicalDevices** generates a list of the physical devices accessible to the instance of Vulkan specified in *instance*.

*pPhysicalDeviceCount* is a pointer to a variable which contains the number of devices to enumerate. *pPhysicalDeviceCount* must not be **NULL**. *pPhysicalDevices* is a pointer to an array of `VkPhysicalDevice` handles which will be filled with handles to the enumerated devices.

If *pPhysicalDevices* is **NULL**, then the initial value of the variable pointed to by *pPhysicalDeviceCount* is ignored and this variable is overwritten with the number of physical devices accessible to *instance*.

If *pPhysicalDevices* is not **NULL**, then *pPhysicalDeviceCount* should point to a variable that has been initialized with the size of the array pointed to by *pPhysicalDevices*. No more than this number of physical device handles will be written into the output array. The actual number of device handles written into *pPhysicalDevices* is then written into the variable pointed to by *pPhysicalDeviceCount*.

#### Valid Usage

- *instance* must be a valid `VkInstance` handle
- *pPhysicalDeviceCount* must be a pointer to a `uint32_t` value
- If the value referenced by *pPhysicalDeviceCount* is not 0, and *pPhysicalDevices* is not **NULL**, *pPhysicalDevices* must be a pointer to an array of *pPhysicalDeviceCount* `VkPhysicalDevice` handles

---

## Return Codes

### Success

- `VK_SUCCESS`
- `VK_INCOMPLETE`

### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
- `VK_ERROR_INITIALIZATION_FAILED`

## 1.98.5 See Also

[vkGetPhysicalDeviceFeatures](#), [vkCreateDevice](#)

---

## 1.99 vkFlushMappedMemoryRanges(3)

### 1.99.1 Name

vkFlushMappedMemoryRanges - Flush mapped memory ranges.

### 1.99.2 C Specification

```
VkResult vkFlushMappedMemoryRanges (
    VkDevice          device,
    uint32_t          memoryRangeCount,
    const VkMappedMemoryRange* pMemoryRanges);
```

### 1.99.3 Parameters

***device***

Logical device which owns the specified memory ranges.

***memoryRangeCount***

Number of memory ranges described by *pMemoryRanges*.

***pMemoryRanges***

Mapped memory ranges to flush.

### 1.99.4 Description

**vkFlushMappedMemoryRanges** flushes zero more more ranges of a mapped memory objects. *device* is a handle to the device that owns the memory objects to be flushed. *memoryRangeCount* is the number of ranges to flush and *pMemoryRanges* points to an array of *memoryRangeCount* instances of the [VkMappedMemoryRange](#) structure, each defining a region of memory to flush. The definition of [VkMappedMemoryRange](#) is:

```
typedef struct VkMappedMemoryRange {
    VkStructureType    sType;
    const void*        pNext;
    VkDeviceMemory      memory;
    VkDeviceSize        offset;
    VkDeviceSize        size;
} VkMappedMemoryRange;
```

For each element of the *pMemoryRanges* array, *memory* is the memory object containing the mapped range, *offset* is the location of the start of the range within *memory*, and *size* is the size of the region to flush. Both *offset* and *size* are specified in bytes.

If any referenced region of the memory object is not mapped or extends beyond the bounds of the memory object then the command has no effect on that region, but is still honored for other regions in the array. Multiple regions inside the same memory object may be contained in *pMemoryRanges*, including ranges that overlap one another.

Flushing memory ranges ensures that any writes performed by the host become visible to commands subsequently executing on devices with references to that memory. **vkFlushMappedMemoryRanges** has no effect with respect to writes performed by the device.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- *pMemoryRanges* must be a pointer to an array of *memoryRangeCount* valid `VkMappedMemoryRange` structures
- *memoryRangeCount* must be greater than 0

---

## Return Codes

### Success

- `VK_SUCCESS`

### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

## 1.99.5 See Also

[vkMapMemory](#), [vkUnmapMemory](#), [vkAllocateMemory](#), [vkFreeMemory](#)

---



## 1.100 vkFreeCommandBuffers(3)

### 1.100.1 Name

vkFreeCommandBuffers - Free command buffers.

### 1.100.2 C Specification

```
void vkFreeCommandBuffers(
    VkDevice          device,
    VkCommandPool     commandPool,
    uint32_t          commandBufferCount,
    const VkCommandBuffer* pCommandBuffers);
```

### 1.100.3 Parameters

#### *device*

A handle to the device that owns the command pool and command buffers referenced by the command.

#### *commandPool*

A handle to the command pool which owns the command buffers.

#### *commandBufferCount*

The number of command buffers to free.

#### *pCommandBuffers*

A pointer to an array of handles to the command buffers to free.

### 1.100.4 Description

**vkFreeCommandBuffers** frees *commandBufferCount* command buffers, returning their resources to the pool specified in *commandPool*. *pCommandBuffers* is a pointer to an array of *commandBufferCount* `VkCommandBuffer` handles to the command buffers to free. Each command buffer in the array must have been allocated from the pool specified in *commandPool* through a call to `vkAllocateCommandBuffers`. *device* must be a handle to the device that owns both *commandPool* and all of the command buffers referenced from the array pointed to by *pCommandBuffers*.

After command buffers are freed, they may not be referenced again. A command buffer must not be freed while it is in flight.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- *commandPool* must be a valid `VkCommandPool` handle
- *commandBufferCount* must be greater than 0
- *commandPool* must have been created, allocated or retrieved from *device*
- Each element of *pCommandBuffers* that is a valid handle must have been created, allocated or retrieved from *commandPool*
- Each of *device*, *commandPool* and the elements of *pCommandBuffers* that are valid handles must have been created, allocated or retrieved from the same `VkPhysicalDevice`
- All elements of *pCommandBuffers* must not be pending execution
- *pCommandBuffers* must be a pointer to an array of *commandBufferCount* `VkCommandBuffer` handles, each element of which must either be a valid handle or `VK_NULL_HANDLE`

---

### Host Synchronization

- Host access to *commandPool* must be externally synchronized
- Host access to each member of *pCommandBuffers* must be externally synchronized

### 1.100.5 See Also

[vkAllocateCommandBuffers](#), [vkResetCommandBuffer](#), [vkBeginCommandBuffer](#), [vkEndCommandBuffer](#), [vkQueueSubmit](#)

---

## 1.101 vkFreeDescriptorSets(3)

### 1.101.1 Name

vkFreeDescriptorSets - Free one or more descriptor sets

### 1.101.2 C Specification

```
VkResult vkFreeDescriptorSets(  
    VkDevice          device,  
    VkDescriptorPool   descriptorPool,  
    uint32_t          descriptorSetCount,  
    const VkDescriptorSet* pDescriptorSets);
```

### 1.101.3 Parameters

***device***

The device that owns the descriptor sets.

***descriptorPool***

The descriptor pool that the descriptor sets were allocated from.

***descriptorSetCount***

The number of descriptor sets to free.

***pDescriptorSets***

An array of *descriptorSetCount* variables containing the descriptor set handles to free.

### 1.101.4 Description

**vkFreeDescriptorSets** frees descriptor sets. *device* is a handle to the device that owns the descriptor pool specified in *descriptorPool*, which must be the pool from which the sets were allocated. Freeing a descriptor set returns its descriptors to the pool from which it was allocated but does not necessarily free resources associated with the set. *pDescriptorSets* is a pointer to an array of descriptor set handles returned from previous calls to [vkAllocateDescriptorSets](#). *descriptorSetCount* specifies the number of descriptor set handles in the *pDescriptorSets* array.

To actually free resources associated with descriptor pools, call [vkDestroyDescriptorPool](#).

---

### Valid Usage

- *device* must be a valid `VkDevice` handle
- *descriptorPool* must be a valid `VkDescriptorPool` handle
- *descriptorSetCount* must be greater than 0
- *descriptorPool* must have been created, allocated or retrieved from *device*
- Each element of *pDescriptorSets* that is a valid handle must have been created, allocated or retrieved from *descriptorPool*
- Each of *device*, *descriptorPool* and the elements of *pDescriptorSets* that are valid handles must have been created, allocated or retrieved from the same `VkPhysicalDevice`
- All submitted commands that refer to any element of *pDescriptorSets* must have completed execution
- *pDescriptorSets* must be a pointer to an array of *descriptorSetCount* `VkDescriptorSet` handles, each element of which must either be a valid handle or `VK_NULL_HANDLE`
- *descriptorPool* must have been created with the `VK_DESCRIPTOR_POOL_CREATE_FREE_DESCRIPTOR_SET_BIT` flag

### Host Synchronization

- Host access to *descriptorPool* must be externally synchronized
- Host access to each member of *pDescriptorSets* must be externally synchronized

### Return Codes

#### Success

- `VK_SUCCESS`

#### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

### 1.101.5 See Also

[vkAllocateDescriptorSets](#), [vkCreateDescriptorPool](#), [vkDestroyDescriptorPool](#).

---

## 1.102 vkFreeMemory(3)

### 1.102.1 Name

vkFreeMemory - Free GPU memory

### 1.102.2 C Specification

```
void vkFreeMemory(
    VkDevice          device,
    VkDeviceMemory    memory,
    const VkAllocationCallbacks* pAllocator);
```

### 1.102.3 Parameters

***device***

The logical device which owns the memory object.

***mem***

The memory object to free.

### 1.102.4 Description

**vkFreeMemory** frees the memory object whose handle is given in *mem*. After the memory is freed, *mem* becomes invalid and should no longer be used. Further, any resource to which the memory is bound become invalid and should not be referenced. Such objects should be destroyed or rebound to a new memory object (if allowed).

#### Valid Usage

- *device* must be a valid VkDevice handle
- If *memory* is not VK\_NULL\_HANDLE, *memory* must be a valid VkDeviceMemory handle
- If *pAllocator* is not NULL, *pAllocator* must be a pointer to a valid VkAllocationCallbacks structure
- If *memory* is a valid handle, it must have been created, allocated or retrieved from *device*
- Each of *device* and *memory* that are valid handles must have been created, allocated or retrieved from the same VkPhysicalDevice
- All submitted commands that refer to *memory* (via images or buffers) must have completed execution

#### Host Synchronization

- Host access to *memory* must be externally synchronized

### 1.102.5 See Also

[vkAllocateMemory](#)

---

## 1.103 vkGetBufferMemoryRequirements(3)

### 1.103.1 Name

vkGetBufferMemoryRequirements - Returns the memory requirements for specified Vulkan object.

### 1.103.2 C Specification

```
void vkGetBufferMemoryRequirements (
    VkDevice          device,
    VkBuffer           buffer,
    VkMemoryRequirements* pMemoryRequirements);
```

### 1.103.3 Parameters

***device***

Logical device which owns *buffer*.

***buffer***

Object to query.

***pMemoryRequirements***

Pointer to a data structure to receive the result of the query.

### 1.103.4 Description

**vkGetBufferMemoryRequirements** retrieves memory requirements for the buffer whose handle is given in *buffer*. The *pMemoryRequirements* parameter should point to an instance of an [VkMemoryRequirements](#) structure which will be filled with the memory requirements of the buffer object. The definition of [VkMemoryRequirements](#) is as follows:

```
typedef struct VkMemoryRequirements {
    VkDeviceSize    size;
    VkDeviceSize    alignment;
    uint32_t        memoryTypeBits;
} VkMemoryRequirements;
```

The *size* member of [VkMemoryRequirements](#) reports the size of the memory allocation, measured in bytes, required by the buffer. *alignment* reports the required alignment of the memory allocation, also measured in bytes. When memory is bound to the buffer object, the offset of the range within the memory object must be an integer multiple of this value. The *memoryTypeBits* member is a bitfield with each set bit representing a valid memory type. Memory types for a device may be determined by calling [vkGetPhysicalDeviceMemoryProperties](#). The least significant bit of *memoryTypeBits* represents the first memory type returned from [vkGetPhysicalDeviceMemoryProperties](#), the next bit represents the second memory type and so on.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
  - *buffer* must be a valid `VkBuffer` handle
  - *pMemoryRequirements* must be a pointer to a `VkMemoryRequirements` structure
  - *buffer* must have been created, allocated or retrieved from *device*
  - Each of *device* and *buffer* must have been created, allocated or retrieved from the same `VkPhysicalDevice`
-

### 1.103.5 See Also

[vkBindImageMemory](#)

---

---

## 1.104 vkGetDeviceMemoryCommitment(3)

### 1.104.1 Name

vkGetDeviceMemoryCommitment - Query the current commitment for a VkDeviceMemory

### 1.104.2 C Specification

```
void vkGetDeviceMemoryCommitment (
    VkDevice          device,
    VkDeviceMemory    memory,
    VkDeviceSize*     pCommittedMemoryInBytes);
```

### 1.104.3 Parameters

***device***

The device object from which *memory* was allocated.

***memory***

The device memory object to query.

***pCommittedMemoryInBytes***

Pointer to a variable which will receive the current memory commitment, in bytes.

### 1.104.4 Description

**vkGetDeviceMemoryCommitment** queries the commitment status of a VkDeviceMemory that was created with the VK\_MEMORY\_PROPERTY\_LAZILY\_ALLOCATED\_BIT set.

The number of bytes committed for the given memory object is returned in the *pCommittedMemoryInBytes* pointer.

#### Valid Usage

- *device* must be a valid VkDevice handle
- *memory* must be a valid VkDeviceMemory handle
- *pCommittedMemoryInBytes* must be a pointer to a VkDeviceSize value
- *memory* must have been created, allocated or retrieved from *device*
- Each of *device* and *memory* must have been created, allocated or retrieved from the same VkPhysicalDevice
- *memory* must have been created with a memory type that reports VK\_MEMORY\_PROPERTY\_LAZILY\_ALLOCATED\_BIT

### 1.104.5 See Also

[vkGetPhysicalDeviceMemoryProperties](#), [vkAllocateMemory](#), [vkFreeMemory](#)

---



## 1.105 vkGetDeviceProcAddr(3)

### 1.105.1 Name

vkGetDeviceProcAddr - Return a function pointer for a command

### 1.105.2 C Specification

```
PFN_vkVoidFunction vkGetDeviceProcAddr(  
    VkDevice          device,  
    const char*       pName);
```

### 1.105.3 Parameters

***device***

The VkDevice whose function pointer to query.

***pName***

The name of the command.

### 1.105.4 Description

**vkGetDeviceProcAddr** returns a function pointer for the command specified in *pName* as it corresponds to *device*. Depending on the operating system, supporting components, software environment and hardware topology, the function pointer returned for a single command name may be different for different values of *device*.

Device-specific function pointers only exist for commands that take a device-child object as their first parameter. In the core API these are `VkDevice`, `VkQueue`, and `VkCommandBuffer`, though extensions may introduce additional dispatchable device-child object types. **vkGetDeviceProcAddr** will return **NULL** when *pName* is not one of these commands.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- *pName* must be a null-terminated string

### 1.105.5 Return Value

Upon success, **vkGetDeviceProcAddr** returns a function pointer (`PFN_vkVoidFunction`) for the command specified in *pName*. If *pName* is not supported by the device or has no corresponding *device*, then **vkGetDeviceProcAddr** returns **NULL**.

### 1.105.6 See Also

[vkGetInstanceProcAddr](#), [vkCreateDevice](#)

---

## 1.106 vkGetDeviceQueue(3)

### 1.106.1 Name

vkGetDeviceQueue - Get a queue handle from a device.

### 1.106.2 C Specification

```
void vkGetDeviceQueue(  
    VkDevice          device,  
    uint32_t          queueFamilyIndex,  
    uint32_t          queueIndex,  
    VkQueue*          pQueue);
```

### 1.106.3 Parameters

***device***

Handle to the device that is the owner of the queue.

***queueFamilyIndex***

The family index of the queue within the device.

***queueIndex***

The index of the queue within the queue family.

***pQueue***

A pointer to a variable that is to receive the resulting handle.

### 1.106.4 Description

**vkGetDeviceQueue** retrieves a handle to a specified queue from the device specified in *device*. The queue is identified by its family index, specified in *queueFamilyIndex* and its index within the family, specified in *queueIndex*. *pQueue* is a pointer to a variable that will receive the resulting handle.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- *pQueue* must be a pointer to a `VkQueue` handle
- *queueFamilyIndex* must be one of the queue family indices specified when *device* was created, via the `VkDeviceQueueCreateInfo` structure
- *queueIndex* must be less than the number of queues created for the specified queue family index when *device* was created, via the *queueCount* member of the `VkDeviceQueueCreateInfo` structure

### 1.106.5 See Also

[vkGetPhysicalDeviceFeatures](#), [vkGetPhysicalDeviceQueueFamilyProperties](#)

---

## 1.107 vkGetEventStatus(3)

### 1.107.1 Name

vkGetEventStatus - Retrieve the status of an event object.

### 1.107.2 C Specification

```
VkResult vkGetEventStatus(  
    VkDevice      device,  
    VkEvent       event);
```

### 1.107.3 Parameters

***device***

Logical device which owns the event.

***event***

A handle to the event whose status to retrieve.

### 1.107.4 Description

**vkGetEventStatus** retrieves the status of the event object specified in *event*. Event objects cannot be directly waited for by the host although it is possible to wait within a command buffer for an event to become signaled by calling [vkCmdWaitEvents](#). Events are set from within a command buffer by calling [vkCmdSetEvent](#) and may be reset by calling [vkCmdResetEvent](#). On the host, events may be set and reset by calling [vkSetEvent](#) and [vkResetEvent](#), respectively.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- *event* must be a valid `VkEvent` handle
- *event* must have been created, allocated or retrieved from *device*
- Each of *device* and *event* must have been created, allocated or retrieved from the same `VkPhysicalDevice`

#### Return Codes

##### Success

- `VK_EVENT_SET`
- `VK_EVENT_RESET`

##### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
- `VK_ERROR_DEVICE_LOST`

### 1.107.5 See Also

[vkSetEvent](#), [vkResetEvent](#), [vkCmdSetEvent](#), [vkCmdResetEvent](#), [vkCmdWaitEvents](#)

---

## 1.108 **vkGetFenceStatus(3)**

### 1.108.1 Name

vkGetFenceStatus - Return the status of a fence.

### 1.108.2 C Specification

```
VkResult vkGetFenceStatus(  
    VkDevice device,  
    VkFence fence);
```

### 1.108.3 Parameters

***device***

Logical device which owns *fence*.

***fence***

The fence whose status to return.

### 1.108.4 Description

**vkGetFenceStatus** returns the immediate status of the fence whose handle is given in *fence*. Fences are initially created in the unsignaled state and are associated with submissions to queues through a call to [vkQueueSubmit](#). Fences are signaled by the system when work invoked by [vkQueueSubmit](#) completes. Fences may subsequently be reset by calling [vkResetFences](#). To wait for one or more fences to become signaled, it is recommended that [vkWaitForFences](#) be used in preference to repeatedly polling [vkGetFenceStatus](#).

#### Valid Usage

- *device* must be a valid VkDevice handle
- *fence* must be a valid VkFence handle
- *fence* must have been created, allocated or retrieved from *device*
- Each of *device* and *fence* must have been created, allocated or retrieved from the same VkPhysicalDevice

#### Return Codes

##### Success

- VK\_SUCCESS
- VK\_NOT\_READY

##### Failure

- VK\_ERROR\_OUT\_OF\_HOST\_MEMORY
  - VK\_ERROR\_OUT\_OF\_DEVICE\_MEMORY
  - VK\_ERROR\_DEVICE\_LOST
-

### 1.108.5 Return Value

Upon success, **vkGetFenceStatus** returns the status of the fence, which may be one of:

- **VK\_SUCCESS** indicates that the fence has completed (its status is signaled).
- **VK\_NOT\_READY** indicates that the fence has not yet completed (its status is unsignaled).

Upon failure, a descriptive error code is returned.

### 1.108.6 See Also

[vkCreateFence](#), [vkWaitForFences](#), [vkQueueSubmit](#)

---

---

## 1.109 vkGetImageMemoryRequirements(3)

### 1.109.1 Name

vkGetImageMemoryRequirements - Returns the memory requirements for specified Vulkan object.

### 1.109.2 C Specification

```
void vkGetImageMemoryRequirements(
    VkDevice          device,
    VkImage           image,
    VkMemoryRequirements* pMemoryRequirements);
```

### 1.109.3 Parameters

**device**

Logical device which owns *image*.

**image**

Object to query.

**pMemoryRequirements**

Pointer to a data structure to receive the result of the query.

### 1.109.4 Description

**vkGetImageMemoryRequirements** retrieves memory requirements for the image object whose handle is given in *image*. The *pMemoryRequirements* parameter should point to an instance of an [VkMemoryRequirements](#) structure which will be filled with the memory requirements of the image object. The definition of [VkMemoryRequirements](#) is as follows:

```
typedef struct VkMemoryRequirements {
    VkDeviceSize    size;
    VkDeviceSize    alignment;
    uint32_t        memoryTypeBits;
} VkMemoryRequirements;
```

The *size* member of [VkMemoryRequirements](#) reports the size of the memory allocation, measured in bytes, required by the image. *alignment* reports the required alignment of the memory allocation, also measured in bytes. When memory is bound to the image object, the offset of the range within the memory object must be an integer multiple of this value. The *memoryTypeBits* member is a bitfield with each set bit representing a valid memory type. Memory types for a device may be determined by calling [vkGetPhysicalDeviceMemoryProperties](#). The least significant bit of *memoryTypeBits* represents the first memory type returned from [vkGetPhysicalDeviceMemoryProperties](#), the next bit represents the second memory type and so on.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
  - *image* must be a valid `VkImage` handle
  - *pMemoryRequirements* must be a pointer to a `VkMemoryRequirements` structure
  - *image* must have been created, allocated or retrieved from *device*
  - Each of *device* and *image* must have been created, allocated or retrieved from the same `VkPhysicalDevice`
-

#### 1.109.5 See Also

[vkBindImageMemory](#), [vkGetPhysicalDeviceMemoryProperties](#)

---

---

## 1.110 vkGetImageSparseMemoryRequirements(3)

### 1.110.1 Name

vkGetImageSparseMemoryRequirements - Query the memory requirements for a sparse image.

### 1.110.2 C Specification

```
void vkGetImageSparseMemoryRequirements (
    VkDevice          device,
    VkImage           image,
    uint32_t*         pSparseMemoryRequirementCount,
    VkSparseImageMemoryRequirements* pSparseMemoryRequirements);
```

### 1.110.3 Parameters

***device***

A handle to the device that owns the image being queried.

***image***

A handle to the image to be queried.

***pSparseMemoryRequirementCount***

On input, a pointer to a variable containing the number of elements in the array pointed to by *pSparseMemoryRequirements*. On output, this variable is overwritten with the number of elements written into *pSparseMemoryRequirements*.

***pSparseMemoryRequirements***

A pointer to an array of structures that will be filled with the requested information.

### 1.110.4 Description

**vkGetImageSparseMemoryRequirements** queries the device specified in *device* for the memory requirements of the sparse image specified in *image*, which must be a handle to a sparse image.

*pSparseMemoryRequirementCount* is a pointer to a variable which, on input to the command contains the number of elements in the array pointed to by *pSparseMemoryRequirements*. This is an array of [VkSparseImageMemoryRequirements](#) structures, the definition of which is:

```
typedef struct VkSparseImageMemoryRequirements {
    VkSparseImageFormatProperties formatProperties;
    uint32_t imageMipTailFirstLod;
    VkDeviceSize imageMipTailSize;
    VkDeviceSize imageMipTailOffset;
    VkDeviceSize imageMipTailStride;
} VkSparseImageMemoryRequirements;
```

Within [VkSparseImageMemoryRequirements](#), the *formatProperties* member is an instance of the [VkSparseImageFormatProperties](#) structure, the definition of which is:

```
typedef struct VkSparseImageFormatProperties {
    VkImageAspectFlags aspectMask;
    VkExtent3D imageGranularity;
    VkSparseImageFormatFlags flags;
} VkSparseImageFormatProperties;
```

The *aspectMask* member of [VkSparseImageFormatProperties](#) specifies the image aspect or aspects to which the remainder of the properties apply. This is a bitfield made up from members of the [VkImageAspectFlagBits](#) enumeration, the definition of which is:

---



```
typedef enum VkImageAspectFlagBits {
    VK_IMAGE_ASPECT_COLOR_BIT = 0x00000001,
    VK_IMAGE_ASPECT_DEPTH_BIT = 0x00000002,
    VK_IMAGE_ASPECT_STENCIL_BIT = 0x00000004,
    VK_IMAGE_ASPECT_METADATA_BIT = 0x00000008,
} VkImageAspectFlagBits;
```

For each unique aspect of the image, an instance of [VkSparseImageFormatProperties](#) is returned. The *imageGranularity* member specifies the size, in texels, of the smallest region that may be uniquely bound within the image specified by *image*. Binding is affected by calling [vkQueueBindSparse](#). It is an instance of the [VkExtent3D](#) structure which contains the size of the sparse binding regions, expressed in texels.

The *flags* member is a bitfield made up from members of the [VkSparseImageFormatFlagBits](#) enumeration and describes additional requirements for sparse memory binding. The definition of which is:

```
typedef enum VkSparseImageFormatFlagBits {
    VK_SPARSE_IMAGE_FORMAT_SINGLE_MIPTAIL_BIT = 0x00000001,
    VK_SPARSE_IMAGE_FORMAT_ALIGNED_MIP_SIZE_BIT = 0x00000002,
    VK_SPARSE_IMAGE_FORMAT_NONSTANDARD_BLOCK_SIZE_BIT = 0x00000004,
} VkSparseImageFormatFlagBits;
```

The meanings of each of the flags is as follows:

If [VK\\_SPARSE\\_IMAGE\\_FORMAT\\_SINGLE\\_MIPTAIL\\_BIT](#) is set, the image combines multiple levels at the tail of the mip chain into a single residency state for array textures. Otherwise, mip tail is individually addressable for each array layer.

If [VK\\_SPARSE\\_IMAGE\\_FORMAT\\_ALIGNED\\_MIP\\_SIZE\\_BIT](#) is set, then each mip level outside the tail has dimensions that are integer multiples of the sparse image block dimensions.

If [VK\\_SPARSE\\_IMAGE\\_FORMAT\\_NONSTANDARD\\_BLOCK\\_SIZE\\_BIT](#) is set, then the format has non-standard sparse image block dimensions and the members of the *imageGranularity* do not match the standard sparse image block dimensions for the format.

The *imageMipTailStartLod* member of the [VkSparseImageMemoryRequirements](#) structure contains the level-of-detail at which the mip tail begins for the image specified in *image*.

*imageMipTailSize* contains the size of the mip tail, *imageMipTailOffset* contains its offset, and *imageMipTailStride* contains the stride between layers in the

tail for array textures. All three members are expressed in bytes.

#### Valid Usage

- *device* must be a valid [VkDevice](#) handle
- *image* must be a valid [VkImage](#) handle
- *pSparseMemoryRequirementCount* must be a pointer to a [uint32\\_t](#) value
- If the value referenced by *pSparseMemoryRequirementCount* is not 0, and *pSparseMemoryRequirements* is not NULL, *pSparseMemoryRequirements* must be a pointer to an array of *pSparseMemoryRequirementCount* [VkSparseImageMemoryRequirements](#) structures
- *image* must have been created, allocated or retrieved from *device*
- Each of *device* and *image* must have been created, allocated or retrieved from the same [VkPhysicalDevice](#)

#### 1.110.5 See Also

[vkQueueBindSparse](#), [vkGetImageMemoryRequirements](#)

---

## 1.111 vkGetImageSubresourceLayout(3)

### 1.111.1 Name

vkGetImageSubresourceLayout - Retrieve information about an image subresource.

### 1.111.2 C Specification

```
void vkGetImageSubresourceLayout (
    VkDevice          device,
    VkImage           image,
    const VkImageSubresource* pSubresource,
    VkSubresourceLayout* pLayout);
```

### 1.111.3 Parameters

***device***

A handle to the device that owns the image.

***image***

A handle to the image about which to retrieve information.

***pSubresource***

A pointer to a structure describing the image subresource.

***pLayout***

A pointer to a structure that will receive information about the image subresource.

### 1.111.4 Description

**vkGetImageSubresourceLayout** returns information about the memory layout of an image subresource of an image. *device* is a handle to the device that owns *image*, which is the image about which to retrieve information. A description of the image subresource is passed to the command through an instance of the [VkImageSubresource](#) structure, the address of which is passed in *pSubresource*. The definition of [VkImageSubresource](#) is:

```
typedef struct VkImageSubresource {
    VkImageAspectFlags    aspectMask;
    uint32_t              mipLevel;
    uint32_t              arrayLayer;
} VkImageSubresource;
```

Within the *pSubresource* structure, *aspectMask* is a bitfield describing the aspect of the image and is made up of a single member of the [VkImageAspectFlagBits](#) enumeration, the definition of which is:

```
typedef enum VkImageAspectFlagBits {
    VK_IMAGE_ASPECT_COLOR_BIT = 0x00000001,
    VK_IMAGE_ASPECT_DEPTH_BIT = 0x00000002,
    VK_IMAGE_ASPECT_STENCIL_BIT = 0x00000004,
    VK_IMAGE_ASPECT_METADATA_BIT = 0x00000008,
} VkImageAspectFlagBits;
```

The `VK_IMAGE_ASPECT_COLOR_BIT` aspect is valid only for image formats that are usable as color. The `VK_IMAGE_ASPECT_DEPTH_BIT` aspect is valid for formats containing depth information and the `VK_IMAGE_ASPECT_STENCIL_BIT` aspect is valid only for formats containing stencil information. Note that some formats contain both depth and stencil information, and in this case, *aspectMask* is used to select which to query. It is not legal to include more than one member of [VkImageAsp](#)

---

[ectFlagBits](#) in *aspectMask*. Some formats also include metadata which may be implementation dependent but is queryable by specifying `VK_IMAGE_ASPECT_METADATA_BIT`.

For resources that have mipmaps or are multiple array layers, the *mipLevel* and *arrayLayer* members describe the mipmap level and array layer, respectively. For resources that do not have mipmaps or are not layered, *mipLevel* and *arrayLayer*, respectively, should be set to zero.

Information about the selected sub-resource is returned to the caller in the instance of the [VkSubresourceLayout](#) structure pointed to by *pLayout*. The definition of [VkSubresourceLayout](#) is:

```
typedef struct VkSubresourceLayout {
    VkDeviceSize    offset;
    VkDeviceSize    size;
    VkDeviceSize    rowPitch;
    VkDeviceSize    arrayPitch;
    VkDeviceSize    depthPitch;
} VkSubresourceLayout;
```

The *offset* member of the *pLayout* structure is filled with the relative offset of the start of the sub-resource from the start of the parent resource's memory binding. The *size* member is the size of the sub-resource in memory. The *rowPitch* specifies the distance in memory of the start of each texel row of the sub-resource from the start of the previous row. The *depthPitch* specifies the distance in memory of the start of each slice of the sub-resource relative to the start of the previous slice. For one-dimensional resources, *rowPitch* is zero, and for one- and two-dimensional resources, *depthPitch* is zero. All four parameters are specified in bytes.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- *image* must be a valid `VkImage` handle
- *pSubresource* must be a pointer to a valid `VkImageSubresource` structure
- *pLayout* must be a pointer to a `VkSubresourceLayout` structure
- *image* must have been created, allocated or retrieved from *device*
- Each of *device* and *image* must have been created, allocated or retrieved from the same `VkPhysicalDevice`
- *image* must have been created with *tiling* equal to `VK_IMAGE_TILING_LINEAR`
- The *aspectMask* member of *pSubresource* must only have a single bit set

#### 1.111.5 See Also

[vkGetPhysicalDeviceImageFormatProperties](#)

---

## 1.112 vkGetInstanceProcAddr(3)

### 1.112.1 Name

vkGetInstanceProcAddr - Return a function pointer for a command

### 1.112.2 C Specification

```
PFN_vkVoidFunction vkGetInstanceProcAddr(  
    VkInstance          instance,  
    const char*        pName);
```

### 1.112.3 Parameters

#### *instance*

The instance whose function pointer to query

#### *pName*

The name of the command

### 1.112.4 Description

**vkGetInstanceProcAddr** returns a function pointer for the command specified in *pName* as it corresponds to *instance*. Depending on the operating system, supporting components, software environment and hardware topology, the address returned for a single command name may be different for different values of *instance*.

If *instance* is **NULL**, **vkGetInstanceProcAddr** will return non-**NULL** function pointers for the global commands **vkEnumerateInstanceExtensionProperties**, **vkEnumerateInstanceLayerProperties**, and **vkCreateInstance**. It will return **NULL** for all other commands, since they may have different implementations in different instances.

If *instance* is a valid instance, **vkGetInstanceProcAddr** will return a non-**NULL** function pointer for any core command except the global commands listed previously. It will also return non-**NULL** for any extension command, if there is a layer or driver available that implements the extension.

The function pointers returned by **vkGetInstanceProcAddr** may be used with any object of the appropriate type derived from the *instance*. For example, the function pointer for a command with a **VkDevice** first parameter can be used with any **VkDevice** object created from physical devices belonging to the instance.

#### Valid Usage

- If *instance* is not **NULL**, *instance* must be a valid **VkInstance** handle
- *pName* must be a null-terminated string
- If *instance* is **NULL**, *pName* must be one of: **vkEnumerateInstanceExtensionProperties**, **vkEnumerateInstanceLayerProperties** or **vkCreateInstance**
- If *instance* is not **NULL**, *pName* must not be **vkEnumerateInstanceExtensionProperties**, **vkEnumerateInstanceLayerProperties** or **vkCreateInstance**

### 1.112.5 Return Value

Upon success, **vkGetInstanceProcAddr** returns the address (**PFN\_vkVoidFunction**) of the command whose name is specified by *pName*. If *pName* is not supported by the Vulkan library, then **vkGetInstanceProcAddr** returns **NULL**.

---

#### 1.112.6 See Also

[vkGetDeviceProcAddr](#), [vkCreateInstance](#)

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## 1.113 vkGetPhysicalDeviceFeatures(3)

### 1.113.1 Name

vkGetPhysicalDeviceFeatures - Reports capabilities of a physical device.

### 1.113.2 C Specification

```
void vkGetPhysicalDeviceFeatures (
    VkPhysicalDevice          physicalDevice,
    VkPhysicalDeviceFeatures* pFeatures);
```

### 1.113.3 Parameters

***physicalDevice***

A handle to the physical device.

***pFeatures***

A pointer to a structure that will be written with the device feature set.

### 1.113.4 Description

**vkGetPhysicalDeviceFeatures** returns the set of physical features supported by the physical device whose handle is passed in *physicalDevice*. This parameter should be a valid handle to a physical device returned from a successful call to **vkEnumeratePhysicalDevices**. *pFeatures* is a pointer to an instance of the `VkPhysicalDeviceFeatures` structure, the definition of which is:

```
typedef struct VkPhysicalDeviceFeatures {
    VkBool32    robustBufferAccess;
    VkBool32    fullDrawIndexUint32;
    VkBool32    imageCubeArray;
    VkBool32    independentBlend;
    VkBool32    geometryShader;
    VkBool32    tessellationShader;
    VkBool32    sampleRateShading;
    VkBool32    dualSrcBlend;
    VkBool32    logicOp;
    VkBool32    multiDrawIndirect;
    VkBool32    drawIndirectFirstInstance;
    VkBool32    depthClamp;
    VkBool32    depthBiasClamp;
    VkBool32    fillModeNonSolid;
    VkBool32    depthBounds;
    VkBool32    wideLines;
    VkBool32    largePoints;
    VkBool32    alphaToOne;
    VkBool32    multiViewport;
    VkBool32    samplerAnisotropy;
    VkBool32    textureCompressionETC2;
    VkBool32    textureCompressionASTC_LDR;
    VkBool32    textureCompressionBC;
    VkBool32    occlusionQueryPrecise;
    VkBool32    pipelineStatisticsQuery;
    VkBool32    vertexPipelineStoresAndAtomics;
    VkBool32    fragmentStoresAndAtomics;
    VkBool32    shaderTessellationAndGeometryPointSize;
    VkBool32    shaderImageGatherExtended;
```

---

```

    VkBool32    shaderStorageImageExtendedFormats;
    VkBool32    shaderStorageImageMultisample;
    VkBool32    shaderStorageImageReadWithoutFormat;
    VkBool32    shaderStorageImageWriteWithoutFormat;
    VkBool32    shaderUniformBufferArrayDynamicIndexing;
    VkBool32    shaderSampledImageArrayDynamicIndexing;
    VkBool32    shaderStorageBufferArrayDynamicIndexing;
    VkBool32    shaderStorageImageArrayDynamicIndexing;
    VkBool32    shaderClipDistance;
    VkBool32    shaderCullDistance;
    VkBool32    shaderFloat64;
    VkBool32    shaderInt64;
    VkBool32    shaderInt16;
    VkBool32    shaderResourceResidency;
    VkBool32    shaderResourceMinLod;
    VkBool32    sparseBinding;
    VkBool32    sparseResidencyBuffer;
    VkBool32    sparseResidencyImage2D;
    VkBool32    sparseResidencyImage3D;
    VkBool32    sparseResidency2Samples;
    VkBool32    sparseResidency4Samples;
    VkBool32    sparseResidency8Samples;
    VkBool32    sparseResidency16Samples;
    VkBool32    sparseResidencyAliased;
    VkBool32    variableMultisampleRate;
    VkBool32    inheritedQueries;
} VkPhysicalDeviceFeatures;

```

Each member of the *pFeatures* structure represents a feature of the underlying physical device. A brief description of the members follows:

- **robustBufferAccess** indicates that out of bounds accesses to buffers via shader operations are well-defined.
  - When enabled, out-of-bounds buffer reads will return any of the following values:
    - \* Values from anywhere within the buffer object.
    - \* Zero values, or (0,0,0,x) vectors for vector reads where x is a valid value represented in the type of the vector components and may be any of:
      - 0, 1, or the maximum representable positive integer value, for signed or unsigned integer components
      - 0.0 or 1.0, for floating-point components
  - When enabled, out-of-bounds writes may modify values within the buffer object or be ignored.
  - If not enabled, out of bounds accesses may cause undefined behaviour up-to and including process termination.
- **fullDrawIndexUint32** indicates the full 32-bit range of indices is supported for indexed draw calls when using a [VkIndexType](#) of VK\_INDEX\_TYPE\_UINT32. The *maxDrawIndexedIndexValue* limit indicates the maximum index value that may be used (aside from the primitive restart index, which is always  $2^{32}-1$  when the [VkIndexType](#) is VK\_INDEX\_TYPE\_UINT32). If this feature is supported, *maxDrawIndexedIndexValue* must be  $2^{32}-1$ ; otherwise it must be no smaller than  $2^{24}-1$ . See [?].
- **imageCubeArray** indicates whether image views with a [VkImageViewType](#) of VK\_IMAGE\_VIEW\_TYPE\_CUBE\_ARRAY can be created and that the corresponding **ImageCubeArray** SPIR-V OpCapability can be used in shader code.
- **independentBlend** indicates whether the *VkPipelineColorBlendAttachmentState* settings are controlled independently per-attachment. If this is features not supported or enabled, the *VkPipelineColorBlendAttachmentState* settings for the first color attachment will be used for all attachments. Otherwise, a *VkPipelineColorBlendAttachmentState* must be provided for each bound color attachment.
- **geometryShader** indicates whether geometry shaders are supported. If this feature is not supported or enabled, VK\_SHADER\_STAGE\_GEOMETRY\_BIT, and VK\_PIPELINE\_STAGE\_GEOMETRY\_SHADER\_BIT enum values may not be used. This also indicates whether the **Geometry** SPIR-V OpCapability can be used in shader code.

- 
- ***tessellationShader*** indicates whether tessellation control and evaluation shaders are supported. If this feature is not supported or enabled, the `VK_SHADER_STAGE_TESSELLATION_CONTROL_BIT`, `VK_SHADER_STAGE_TESSELLATION_EVALUATION_BIT`, `VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT`, `VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT`, and `VK_STRUCTURE_TYPE_PIPELINE_TESSELLATION_STATE_CREATE_INFO` enum values may not be used. This also indicates whether the **Tessellation** SPIR-V OpCapability can be used in shader code.
  - ***sampleRateShading*** indicates whether per-sample shading and multisample interpolation is supported. If this feature is not supported or enabled, the *sampleShadingEnable* member of the [VkPipelineMultisampleStateCreateInfo](#) structure must be set to `VK_FALSE` and the *minSampleShading* member is ignored. This also indicates whether the **SampleRateShading** SPIR-V OpCapability can be used in shader code.
  - ***dualSourceBlend*** indicates whether blend operations which take two sources are supported. If this feature is not supported or enabled, the `VK_BLEND_FACTOR_SRC1_COLOR`, `VK_BLEND_FACTOR_ONE_MINUS_SRC1_COLOR`, `VK_BLEND_FACTOR_SRC1_ALPHA`, and `VK_BLEND_FACTOR_ONE_MINUS_SRC1_ALPHA` enum values may not be used as source or destination blending factors.
  - ***logicOp*** indicates whether logic operations are supported. If this feature is not supported or enabled, the *logicOpEnable* member of the [VkPipelineColorBlendStateCreateInfo](#) structure must be set to `VK_FALSE` and the *logicOp* member is ignored.

```
[[features-features-multiDrawIndirect]]
```

- \* *\*pname:multiDrawIndirect\** indicates whether multi-draw indirect is supported. If this feature is not supported or enabled, the *ptext:drawCount* parameter to the *flink:vkCmdDrawIndirect* and *flink:vkCmdDrawIndexedIndirect* commands must be 1. The *ptext:maxDrawIndirectCount* member of the *slink:VkPhysicalDeviceLimits* structure must also be 1 if this feature is not supported. See [<<features-limits-maxDrawIndirectCount>>](#).
- ***depthClamp*** indicates whether depth clamping is supported. If this feature is not supported or enabled, the *depthClampEnable* member of the [VkPipelineRasterizationStateCreateInfo](#) structure must be set to `VK_FALSE`. Otherwise, setting *depthClampEnable* to `VK_TRUE` will enable depth clamping.
- ***depthBiasClamp*** indicates whether depth bias clamping is supported. If this feature is not supported or enabled, the *depthBiasClamp* parameter to [vkCmdSetDepthBias](#) is ignored.
- ***fillModeNonSolid*** indicates whether point and wireframe fill modes are supported. If this feature is not supported or enabled, the `VK_POLYGON_MODE_POINT` and `VK_POLYGON_MODE_LINE` enum values may not be used.
- ***depthBounds*** indicates whether depth bounds tests are supported. If this feature is not supported or enabled, the *depthBoundsTestEnable* member of the [VkPipelineDepthStencilStateCreateInfo](#) structure must be set to `VK_FALSE`. When *depthBoundsTestEnable* is set to `VK_FALSE`, the values of the [vkCmdSetDepthBounds](#) command may not be used.
- ***wideLines*** indicates whether lines with width greater than 1.0 are supported. If this feature is not supported or enabled, the [vkCmdSetLineWidth](#) command may not be used.
  1. The range and granularity of supported line widths are indicated by the *lineWidthRange* and *lineWidthGranularity* members of the [VkPhysicalDeviceLimits](#) structure, respectively.
- ***largePoints*** indicates if points with size greater than 1.0 are supported. If this feature is not supported or enabled, only a point size of 1.0 written by a shader is supported. The range and granularity of supported point sizes are indicated by the *pointSizeRange* and *pointSizeGranularity* members of the [VkPhysicalDeviceLimits](#) structure, respectively.
- ***textureCompressionETC2*** indicates whether the ETC2 and EAC compressed texture formats are supported. If this feature is not supported or enabled, the following formats may not be used to create images:

- `VK_FORMAT_ETC2_R8G8B8_UNORM_BLOCK`
  - `VK_FORMAT_ETC2_R8G8B8_SRGB_BLOCK`
-



- VK\_FORMAT\_ETC2\_R8G8B8A1\_UNORM\_BLOCK
- VK\_FORMAT\_ETC2\_R8G8B8A1\_SRGB\_BLOCK
- VK\_FORMAT\_ETC2\_R8G8B8A8\_UNORM\_BLOCK
- VK\_FORMAT\_ETC2\_R8G8B8A8\_SRGB\_BLOCK
- VK\_FORMAT\_EAC\_R11\_UNORM\_BLOCK
- VK\_FORMAT\_EAC\_R11\_SNORM\_BLOCK
- VK\_FORMAT\_EAC\_R11G11\_UNORM\_BLOCK
- VK\_FORMAT\_EAC\_R11G11\_SNORM\_BLOCK

The **vkGetPhysicalDeviceFormatProperties** command should be used to check for the supported properties of individual formats.

- **textureCompressionASTC\_LDR** indicates whether the ASTC LDR compressed texture formats are supported. If this feature is not supported or enabled, the following formats may not be used to create images:

- VK\_FORMAT\_ASTC\_4x4\_UNORM\_BLOCK
- VK\_FORMAT\_ASTC\_4x4\_SRGB\_BLOCK
- VK\_FORMAT\_ASTC\_5x4\_UNORM\_BLOCK
- VK\_FORMAT\_ASTC\_5x4\_SRGB\_BLOCK
- VK\_FORMAT\_ASTC\_5x5\_UNORM\_BLOCK
- VK\_FORMAT\_ASTC\_5x5\_SRGB\_BLOCK
- VK\_FORMAT\_ASTC\_6x5\_UNORM\_BLOCK
- VK\_FORMAT\_ASTC\_6x5\_SRGB\_BLOCK
- VK\_FORMAT\_ASTC\_6x6\_UNORM\_BLOCK
- VK\_FORMAT\_ASTC\_6x6\_SRGB\_BLOCK
- VK\_FORMAT\_ASTC\_8x5\_UNORM\_BLOCK
- VK\_FORMAT\_ASTC\_8x5\_SRGB\_BLOCK
- VK\_FORMAT\_ASTC\_8x6\_UNORM\_BLOCK
- VK\_FORMAT\_ASTC\_8x6\_SRGB\_BLOCK
- VK\_FORMAT\_ASTC\_8x8\_UNORM\_BLOCK
- VK\_FORMAT\_ASTC\_8x8\_SRGB\_BLOCK
- VK\_FORMAT\_ASTC\_10x5\_UNORM\_BLOCK
- VK\_FORMAT\_ASTC\_10x5\_SRGB\_BLOCK
- VK\_FORMAT\_ASTC\_10x6\_UNORM\_BLOCK
- VK\_FORMAT\_ASTC\_10x6\_SRGB\_BLOCK
- VK\_FORMAT\_ASTC\_10x8\_UNORM\_BLOCK
- VK\_FORMAT\_ASTC\_10x8\_SRGB\_BLOCK
- VK\_FORMAT\_ASTC\_10x10\_UNORM\_BLOCK
- VK\_FORMAT\_ASTC\_10x10\_SRGB\_BLOCK
- VK\_FORMAT\_ASTC\_12x10\_UNORM\_BLOCK
- VK\_FORMAT\_ASTC\_12x10\_SRGB\_BLOCK
- VK\_FORMAT\_ASTC\_12x12\_UNORM\_BLOCK
- VK\_FORMAT\_ASTC\_12x12\_SRGB\_BLOCK

The **vkGetPhysicalDeviceFormatProperties** command should be used to check for the supported properties of individual formats.

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- **textureCompressionBC** indicates whether the BC compressed texture formats are supported. If this feature is not supported or enabled, the following formats may not be used to create images:

- VK\_FORMAT\_BC1\_RGB\_UNORM\_BLOCK
- VK\_FORMAT\_BC1\_RGB\_SRGB\_BLOCK
- VK\_FORMAT\_BC1\_RGBA\_UNORM\_BLOCK
- VK\_FORMAT\_BC1\_RGBA\_SRGB\_BLOCK
- VK\_FORMAT\_BC2\_UNORM\_BLOCK
- VK\_FORMAT\_BC2\_SRGB\_BLOCK
- VK\_FORMAT\_BC3\_UNORM\_BLOCK
- VK\_FORMAT\_BC3\_SRGB\_BLOCK
- VK\_FORMAT\_BC4\_UNORM\_BLOCK
- VK\_FORMAT\_BC4\_SNORM\_BLOCK
- VK\_FORMAT\_BC5\_UNORM\_BLOCK
- VK\_FORMAT\_BC5\_SNORM\_BLOCK
- VK\_FORMAT\_BC6H\_UFLOAT\_BLOCK
- VK\_FORMAT\_BC6H\_SFLOAT\_BLOCK
- VK\_FORMAT\_BC7\_UNORM\_BLOCK
- VK\_FORMAT\_BC7\_SRGB\_BLOCK

The **vkGetPhysicalDeviceFormatProperties** command should be used to check for the supported properties of individual formats.

- **occlusionQueryPrecise** indicates whether precise (non-conservative) occlusion queries are supported. Occlusion queries are created in a `VkQueryPool` by specifying the *queryType* of `VK_QUERY_TYPE_OCCLUSION` in the `VkQueryPoolCreateInfo` structure which is passed to **vkCreateQueryPool**. If this feature is supported and enabled, queries of this type may set `VK_QUERY_CONTROL_PRECISE_BIT` in the *flags* parameter to **vkCmdBeginQuery**. If this feature is not supported, the implementation can only support conservative occlusion queries. When any samples are passed, conservative queries will return between one and the actual number of samples passed. When this feature is enabled and `VK_QUERY_CONTROL_PRECISE_BIT` is set, occlusion queries will report the actual number of samples passed.
  - **pipelineStatisticsQuery** indicates whether the pipeline statistics queries are supported. If this feature is not supported or enabled, queries of type `VK_QUERY_TYPE_PIPELINE_STATISTICS` cannot be created and none of the [VkQueryPipelineStatisticFlagBits](#) bits should be set in the *pipelineStatistics* member of the `VkQueryPoolCreateInfo` structure.
  - **vertexPipelineStoresAndAtomics** indicates whether storage buffers and images support stores and atomic operations in the vertex, tessellation, and geometry shader stages. If this feature is not supported or enabled, all storage image, storage texel buffers and storage buffer variables in shaders for these stages must be decorated with the **NonWriteable** SPIR-V decoration (or the *readonly* memory qualifier in GLSL).
  - **fragmentStoresAndAtomics** indicates whether storage buffers and images support stores and atomic operations in the fragment shader stage. If this feature is not supported or enabled, all storage image, storage texel buffers and storage buffer variables in shaders for the fragment stage must be decorated with the **NonWriteable** SPIR-V decoration (or the *readonly* memory qualifier in GLSL).
  - **shaderTessellationAndGeometryPointSize** indicates whether the *PointSize* shader builtin is available in the tessellation control, tessellation evaluation, and geometry shader stages. If this feature is not supported or enabled, the *PointSize* shader builtin is not available in these shader stages and all points written from a tessellation or geometry shader will have a size of 1.0. This also indicates whether the **TessellationPointSize** SPIR-V OpCapability can be used in shader code for tessellation control and evaluation shaders, or if the **GeometryPointSize** SPIR-V OpCapability can be used in shader code for geometry shaders. An implementation supporting this feature must also support one or both of the *tessellationShader* or *geometryShader* features.
-

- ***shaderImageGatherExtended*** indicates whether the extended set of image gather instructions are available in shader code. If this feature is not supported or enabled, the *textureGatherOffset* shader instruction only supports offsets that are constant integer expressions and the *textureGatherOffsets* shader instruction is not supported. This also indicates whether the **ImageGatherExtended** SPIR-V OpCapability can be used in shader code.
  - ***shaderStorageImageExtendedFormats*** indicates whether the extended storage image formats are available in shader code. If this feature is not supported or enabled, the formats requiring the **StorageImageExtendedFormats** SPIR-V OpCapability are not supported for resources referenced by the `VK_DESCRIPTOR_TYPE_STORAGE_IMAGE` descriptor type. This also indicates whether the **StorageImageExtendedFormats** OpCapability can be used in shader code.
  - ***shaderStorageImageMultisample*** indicates whether multisampled storage images are supported. If this feature is not supported or enabled, images that are created with a *usage* that includes `VK_IMAGE_USAGE_STORAGE_BIT` must be created with *samples* equal to 1. This also indicates whether the **StorageImageMultisample** SPIR-V OpCapability can be used in shader code.
  - ***shaderUniformBufferArrayDynamicIndexing*** indicates whether arrays of uniform buffers can be indexed by dynamically uniform integer expressions in shader code. If this feature is not supported or enabled, resources with a descriptor type of `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER` or `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC` can only be indexed by constant integral expressions when aggregated into arrays in shader code. This corresponds to the **UniformBufferArrayDynamicIndexing** SPIR-V OpCapability can be used in shader code.
  - ***shaderSampledImageArrayDynamicIndexing*** indicates whether arrays of samplers or sampled images can be indexed by dynamically uniform integer expressions in shader code. If this feature is not supported or enabled, resources with a descriptor type of `VK_DESCRIPTOR_TYPE_SAMPLER`, `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER` and `VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE` can only be indexed by constant integral expressions when aggregated into arrays in shader code. This also indicates whether the **SampledImageArrayDynamicIndexing** SPIR-V OpCapability can be used in shader code.
  - ***shaderStorageBufferArrayDynamicIndexing*** indicates whether arrays of storage buffers can be indexed by dynamically uniform integer expressions in shader code. If this feature is not supported or enabled, resources with a descriptor type of `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER` or `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC` can only be indexed by constant integral expressions when aggregated into arrays in shader code. This corresponds to the **StorageBufferArrayDynamicIndexing** SPIR-V OpCapability can be used in shader code.
  - ***shaderStorageImageArrayDynamicIndexing*** indicates whether arrays of storage images can be indexed by dynamically uniform integer expressions in shader code. If this feature is not supported or enabled, resources with a descriptor type of `VK_DESCRIPTOR_TYPE_STORAGE_IMAGE` can only be indexed by constant integral expressions when aggregated into arrays in shader code. This also indicates whether the **StorageImageArrayDynamicIndexing** SPIR-V OpCapability can be used in shader code.
  - ***shaderClipDistance*** indicates whether clip distances are supported in shader code. If this feature is not supported or enabled, the *ClipDistance* shader builtin is not available in the builtin shader input and output blocks. This also indicates whether the **ClipDistance** SPIR-V OpCapability can be used in shader code.
  - ***shaderCullDistance*** indicates whether cull distances are supported in shader code. If this feature is not supported or enabled, the *CullDistance* shader builtin is not available in the builtin shader input and output blocks. This also indicates whether the **CullDistance** SPIR-V OpCapability can be used in shader code.
  - ***shaderFloat64*** indicates whether 64-bit floats (doubles) are supported in shader code. If this feature is not supported or enabled, the 64-bit floating point types cannot be used in shader code. This also indicates whether the **Float64** SPIR-V OpCapability can be used in shader code.
  - ***shaderInt64*** indicates whether 64-bit integers (signed and unsigned) are supported in shader code. If this feature is not supported or enabled, the 64-bit integer types cannot be used in shader code. This also indicates whether the **Int64** SPIR-V OpCapability can be used in shader code.
  - ***shaderInt16*** indicates whether 16-bit integers (signed and unsigned) are supported in shader code. If this feature is not supported or enabled, the 16-bit integer types cannot be used in shader code. This also indicates whether the **Int16** SPIR-V OpCapability can be used in shader code.
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- 
- ***shaderResourceResidency*** indicates whether image operations that return resource residency information are supported in shader code. If this feature is not supported or enabled, the image operations which return resource residency information cannot be used in shader code. This also indicates whether the **SparseResidency** SPIR-V OpCapability can be used in shader code. The feature requires the *sparseNonResident* feature to be supported.
  - ***shaderResourceMinLod*** indicates whether image operations that specify the minimum resource level-of-detail (LOD) are supported in shader code. If this feature is not supported or enabled, the image operations which specify minimum resource LOD cannot be used in shader code. This also indicates whether the **MinLod** SPIR-V OpCapability can be used in shader code.
  - ***alphaToOne*** indicates whether the implementation is able to replace the alpha value of the color fragment output from the fragment shader with the maximum representable alpha value for fixed-point colors or 1.0 for floating-point colors. If this feature is not supported or enabled, then the *alphaToOneEnable* member of the `VkPipelineColorBlendAttachmentState` structure must be set to `VK_FALSE`. Otherwise setting *alphaToOneEnable* to `VK_TRUE` will enable alpha-to-one behaviour.
  - ***sparseBinding*** indicates whether resource memory can be managed at opaque page level instead of at the object level. If this feature is not supported or enabled, resource memory can only be bound on a per-object basis using the ***vkBindBufferMemory*** and ***vkBindImageMemory*** commands. In this case, buffers and images cannot be created with `VK_BUFFER_CREATE_SPARSE_BINDING_BIT` and `VK_IMAGE_CREATE_SPARSE_BINDING_BIT` set in the *flags* member of the `VkBufferCreateInfo` and `VkImageCreateInfo` structures, respectively. Otherwise resource memory can be managed as described in [Sparse Resource Features](#).
  - ***sparseResidencyBuffer*** indicates whether the device can access partially resident buffers. If this feature is not supported or enabled, buffers cannot be created with `VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT` set in the *flags* member of the `VkBufferCreateInfo` structure.
  - ***sparseResidencyImage2D*** indicates whether the device can access partially resident 2D images with 1 sample per pixel. If this feature is not supported or enabled, images with an *imageType* of `VK_IMAGE_TYPE_2D` and *samples* of 1 cannot be created with `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT` set in the *flags* member of the `VkImageCreateInfo` structure.
  - ***sparseResidencyImage3D*** indicates whether the device can access partially resident 3D images. If this feature is not supported or enabled, images with an *imageType* of `VK_IMAGE_TYPE_3D` cannot be created with `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT` set in the *flags* member of the `VkImageCreateInfo` structure.
  - ***sparseResidency2Samples*** indicates whether the physical device can access partially resident 2D images with 2 samples per pixel. If this feature is not supported or enabled, images with an *imageType* of `VK_IMAGE_TYPE_2D` and *samples* of 2 cannot be created with `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT` set in the *flags* member of the `VkImageCreateInfo` structure.
  - ***sparseResidency4Samples*** indicates whether the physical device can access partially resident 2D images with 4 samples per pixel. If this feature is not supported or enabled, images with an *imageType* of `VK_IMAGE_TYPE_2D` and *samples* of 4 cannot be created with `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT` set in the *flags* member of the `VkImageCreateInfo` structure.
  - ***sparseResidency8Samples*** indicates whether the physical device can access partially resident 2D images with 8 samples per pixel. If this feature is not supported or enabled, images with an *imageType* of `VK_IMAGE_TYPE_2D` and *samples* of 8 cannot be created with `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT` set in the *flags* member of the `VkImageCreateInfo` structure.
  - ***sparseResidency16Samples*** indicates whether the physical device can access partially resident 2D images with 16 samples per pixel. If this feature is not supported or enabled, images with an *imageType* of `VK_IMAGE_TYPE_2D` and *samples* of 16 cannot be created with `VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT` set in the *flags* member of the `VkImageCreateInfo` structure.
  - ***sparseResidencyAliased*** indicates whether the physical device can correctly access data aliased into multiple locations. If this feature is not supported or enabled, the `VK_BUFFER_CREATE_SPARSE_ALIASED_BIT` and `VK_IMAGE_CREATE_SPARSE_ALIASED_BIT` enum values may not be used in *flags* members of the `VkBufferCreateInfo` and `VkImageCreateInfo` structures, respectively.
-

**Valid Usage**

- *physicalDevice* must be a valid `VkPhysicalDevice` handle
- *pFeatures* must be a pointer to a `VkPhysicalDeviceFeatures` structure

**1.113.5 See Also**

[vkGetPhysicalDeviceProperties](#)

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## 1.114 vkGetPhysicalDeviceFormatProperties(3)

### 1.114.1 Name

vkGetPhysicalDeviceFormatProperties - Lists physical device's format capabilities.

### 1.114.2 C Specification

```
void vkGetPhysicalDeviceFormatProperties(
    VkPhysicalDevice    physicalDevice,
    VkFormat             format,
    VkFormatProperties* pFormatProperties);
```

### 1.114.3 Parameters

***physicalDevice***

A handle to the physical device to query.

***format***

The format whose properties to query.

***pFormatProperties***

A pointer to the structure to receive the result of the query.

### 1.114.4 Description

**vkGetPhysicalDeviceFormatProperties** queries the device specified by *physicalDevice* for its support of the format specified in *format* and places the result in the structure pointed to by *pFormatProperties*. *pFormatProperties* should point to an instance of the [VkFormatProperties](#) structure, the definition of which is:

```
typedef struct VkFormatProperties {
    VkFormatFeatureFlags    linearTilingFeatures;
    VkFormatFeatureFlags    optimalTilingFeatures;
    VkFormatFeatureFlags    bufferFeatures;
} VkFormatProperties;
```

The *linearTilingFeatures*, *optimalTilingFeatures*, and *bufferFeatures* parameters are a bitwise combination of one or more of the bits specified in [VkFormatFeatureFlagBits](#), the definition of which is:

```
typedef enum VkFormatFeatureFlagBits {
    VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT = 0x00000001,
    VK_FORMAT_FEATURE_STORAGE_IMAGE_BIT = 0x00000002,
    VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT = 0x00000004,
    VK_FORMAT_FEATURE_UNIFORM_TEXEL_BUFFER_BIT = 0x00000008,
    VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_BIT = 0x00000010,
    VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_ATOMIC_BIT = 0x00000020,
    VK_FORMAT_FEATURE_VERTEX_BUFFER_BIT = 0x00000040,
    VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT = 0x00000080,
    VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT = 0x00000100,
    VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT = 0x00000200,
    VK_FORMAT_FEATURE_BLIT_SRC_BIT = 0x00000400,
    VK_FORMAT_FEATURE_BLIT_DST_BIT = 0x00000800,
    VK_FORMAT_FEATURE_SAMPLED_IMAGE_FILTER_LINEAR_BIT = 0x00001000,
} VkFormatFeatureFlagBits;
```

The *linearTilingFeatures* member contains information about format support in linear images. The *optimalTilingFeatures* member contains information about format support in opaque tiled images. The *bufferFeatures* member contains information about format support in buffer objects.

---

- If `VK_FORMAT_FEATURE_SAMPLED_IMAGE_BIT` is set then image views of this format may be sampled by shaders. This bit should only appear in *linearTilingFeatures* or *optimalTilingFeatures*.
- If `VK_FORMAT_FEATURE_STORAGE_IMAGE_BIT` is set then image views of this format may be used as storage images in shaders. This bit should only appear in *linearTilingFeatures* or *optimalTilingFeatures*.
- If `VK_FORMAT_FEATURE_STORAGE_IMAGE_ATOMIC_BIT` is set is set then atomic operations may be performed by shaders on image views of this format. This bit should only appear in *linearTilingFeatures* or *optimalTilingFeatures*.
- If `VK_FORMAT_FEATURE_UNIFORM_TEXEL_BUFFER_BIT` is set then buffer views of this format may be used to store uniform values accessible by shaders. This bit should only appear in *bufferFeatures*.
- If `VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_BIT` is set then buffer views of this format may be used to store texel data accessible to shaders. This bit should only appear in *bufferFeatures*.
- If `VK_FORMAT_FEATURE_STORAGE_TEXEL_BUFFER_ATOMIC_BIT` is set then shaders may perform atomic operations on texel data stored in buffers in this format. This bit should only appear in *bufferFeatures*.
- If `VK_FORMAT_FEATURE_VERTEX_BUFFER_BIT` is set then this format may be used as a vertex attribute format. This bit should only appear in *bufferFeatures*.
- If `VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BIT` is set then image views of this format may be used as color attachments. This bit should only appear in *linearTilingFeatures* or *optimalTilingFeatures*.
- If `VK_FORMAT_FEATURE_COLOR_ATTACHMENT_BLEND_BIT` is set then blending is supported into color attachments of this format. This bit should only appear in *linearTilingFeatures* or *optimalTilingFeatures*.
- If `VK_FORMAT_FEATURE_DEPTH_STENCIL_ATTACHMENT_BIT` is set then image views of this format may be used as depth or stencil attachments. This bit should only appear in *linearTilingFeatures* or *optimalTilingFeatures*.
- If `VK_FORMAT_FEATURE_BLIT_SRC_BIT` is set then images of this format may be used as the source of a blit operation. This bit should only appear in *linearTilingFeatures* or *optimalTilingFeatures*.
- If `VK_FORMAT_FEATURE_BLIT_DST_BIT` is set then images of this format may be used as the destination of a blit operation. This bit should only appear in *linearTilingFeatures* or *optimalTilingFeatures*.

If the physical device does not support the specified format then the output `VkFormatProperties` structure is filled with zeros.

#### Valid Usage

- *physicalDevice* must be a valid `VkPhysicalDevice` handle
- *format* must be a valid `VkFormat` value
- *pFormatProperties* must be a pointer to a `VkFormatProperties` structure

#### 1.114.5 See Also

[vkGetPhysicalDeviceImageFormatProperties](#), [vkGetPhysicalDeviceFeatures](#)

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## 1.115 vkGetPhysicalDeviceImageFormatProperties(3)

### 1.115.1 Name

vkGetPhysicalDeviceImageFormatProperties - Lists physical device's image format capabilities.

### 1.115.2 C Specification

```
VkResult vkGetPhysicalDeviceImageFormatProperties (
    VkPhysicalDevice          physicalDevice,
    VkFormat                  format,
    VkImageType               type,
    VkImageTiling             tiling,
    VkImageUsageFlags         usage,
    VkImageCreateFlags        flags,
    VkImageFormatProperties*  pImageFormatProperties);
```

### 1.115.3 Parameters

***physicalDevice***

A handle to the physical device upon which to perform the query.

***format***

The format of the image.

***type***

The type of the image.

***tiling***

The tiling mode of the image.

***usage***

The usage of the image.

***flags***

Additional flags describing the image.

***pImageFormatProperties***

A pointer to a structure in which the requested information is returned.

### 1.115.4 Description

**vkGetPhysicalDeviceImageFormatProperties** queries the physical device specified in *physicalDevice* about its support for images as if they had been created using the remaining parameters to the command. These parameters, *format*, *type*, *tiling* and *usage* have the same meanings as they do in the [VkImageCreateInfo](#) structure, the definition of which is:

```
typedef struct VkImageCreateInfo {
    VkStructureType    sType;
    const void*        pNext;
    VkImageCreateFlags  flags;
    VkImageType         imageType;
    VkFormat            format;
    VkExtent3D          extent;
    uint32_t            mipLevels;
    uint32_t            arrayLayers;
    VkSampleCountFlagBits samples;
```

---



```

    VkImageTiling          tiling;
    VkImageUsageFlags      usage;
    VkSharingMode          sharingMode;
    uint32_t               queueFamilyIndexCount;
    const uint32_t*        pQueueFamilyIndices;
    VkImageLayout          initialLayout;
} VkImageCreateInfo;

```

In this call, *format* specifies the format of the image and must be a member of the [VkFormat](#) enumeration. *type* specifies the type of image for which the format will be used. This is a member of the [VkImageType](#) enumeration, the definition of which is:

```

typedef enum VkImageType {
    VK_IMAGE_TYPE_1D = 0,
    VK_IMAGE_TYPE_2D = 1,
    VK_IMAGE_TYPE_3D = 2,
} VkImageType;

```

The *tiling* parameter specifies the tiling layout for the image and must be one of [VK\\_IMAGE\\_TILING\\_LINEAR](#) or [VK\\_IMAGE\\_TILING\\_OPTIMAL](#). The *usage* parameter specifies the intended usage for the image and should be a bitwise combination of one or more members of the [VkImageUsageFlagBits](#) enumeration, the definition of which is:

```

typedef enum VkImageUsageFlagBits {
    VK_IMAGE_USAGE_TRANSFER_SRC_BIT = 0x00000001,
    VK_IMAGE_USAGE_TRANSFER_DST_BIT = 0x00000002,
    VK_IMAGE_USAGE_SAMPLED_BIT = 0x00000004,
    VK_IMAGE_USAGE_STORAGE_BIT = 0x00000008,
    VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT = 0x00000010,
    VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT = 0x00000020,
    VK_IMAGE_USAGE_TRANSIENT_ATTACHMENT_BIT = 0x00000040,
    VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT = 0x00000080,
} VkImageUsageFlagBits;

```

If the image format is supported for the specified combination of the *format*, *type*, *tiling*, *usage*, and *flags* parameters, then **vkGetPhysicalDeviceImageFormatProperties** places information about how such an image may be used in the instance of the [VkImageFormatProperties](#) structure pointed to by *pImageFormatProperties*. The definition of [VkImageFormatProperties](#) is:

```

typedef struct VkImageFormatProperties {
    VkExtent3D          maxExtent;
    uint32_t             maxMipLevels;
    uint32_t             maxArrayLayers;
    VkSampleCountFlags   sampleCounts;
    VkDeviceSize         maxResourceSize;
} VkImageFormatProperties;

```

The *maxExtent* member of the output structure contains the maximum dimensions of an image in the specified format. The *maxMipLevels* and *maxArrayLayers* contain the maximum number of mipmap levels and maximum number of layers in array forms of images, respectively. If array images are not supported for the specified format, then *maxArrayLayers* will be zero. If multisampling is supported for the specified format, then *sampleCounts* contains a bitwise combination of the supported sample counts using members of the [VkSampleCountFlagBits](#) enumeration, the definition of which is:

```

typedef enum VkSampleCountFlagBits {
    VK_SAMPLE_COUNT_1_BIT = 0x00000001,
    VK_SAMPLE_COUNT_2_BIT = 0x00000002,
    VK_SAMPLE_COUNT_4_BIT = 0x00000004,
    VK_SAMPLE_COUNT_8_BIT = 0x00000008,
    VK_SAMPLE_COUNT_16_BIT = 0x00000010,
    VK_SAMPLE_COUNT_32_BIT = 0x00000020,
    VK_SAMPLE_COUNT_64_BIT = 0x00000040,
} VkSampleCountFlagBits;

```

---

Additional sample counts not listed in the [VkSampleCountFlagBits](#) enumeration are reserved and their presence should not be used to imply higher sample counts than listed.

If multisampling is not supported for the specified format, then *sampleCounts* will contain zero.

The *maxResourceSize* member contains the maximum size in memory of any resource in this format. Note that it may not be possible to create a resource of the maximum supported extent and array layer count in every dimension that still fits within the maximum in-memory resource size.

If the format is not supported in the specified configuration, then **vkGetPhysicalDeviceImageFormatProperties** fills the [VkImageFormatProperties](#) structure pointed to by *pImageFormatProperties* with zeros.

#### Valid Usage

- *physicalDevice* must be a valid [VkPhysicalDevice](#) handle
- *format* must be a valid [VkFormat](#) value
- *type* must be a valid [VkImageType](#) value
- *tiling* must be a valid [VkImageTiling](#) value
- *usage* must be a valid combination of [VkImageUsageFlagBits](#) values
- *usage* must not be 0
- *flags* must be a valid combination of [VkImageCreateFlagBits](#) values
- *pImageFormatProperties* must be a pointer to a [VkImageFormatProperties](#) structure

#### Return Codes

##### Success

- [VK\\_SUCCESS](#)

##### Failure

- [VK\\_ERROR\\_OUT\\_OF\\_HOST\\_MEMORY](#)
- [VK\\_ERROR\\_OUT\\_OF\\_DEVICE\\_MEMORY](#)
- [VK\\_ERROR\\_FORMAT\\_NOT\\_SUPPORTED](#)

#### 1.115.5 See Also

[vkGetPhysicalDeviceProperties](#), [vkGetPhysicalDeviceFeatures](#)

---

## 1.116 vkGetPhysicalDeviceMemoryProperties(3)

### 1.116.1 Name

`vkGetPhysicalDeviceMemoryProperties` - Reports memory information for the specified physical device.

### 1.116.2 C Specification

```
void vkGetPhysicalDeviceMemoryProperties (
    VkPhysicalDevice          physicalDevice,
    VkPhysicalDeviceMemoryProperties* pMemoryProperties);
```

### 1.116.3 Parameters

***physicalDevice***

A handle to the physical device about which information is to be retrieved.

***pMemoryProperties***

A pointer to a structure that is to receive the memory information.

### 1.116.4 Description

**`vkGetPhysicalDeviceMemoryProperties`** retrieves information about the memory of the physical device whose handle is given in *physicalDevice*. *pMemoryProperties* should point to an instance of the `VkPhysicalDeviceMemoryProperties` structure, into which will be stored the information about the device. The definition of `VkPhysicalDeviceMemoryProperties` is as follows.

```
typedef struct VkPhysicalDeviceMemoryProperties {
    uint32_t      memoryTypeCount;
    VkMemoryType  memoryTypes[VK_MAX_MEMORY_TYPES];
    uint32_t      memoryHeapCount;
    VkMemoryHeap  memoryHeaps[VK_MAX_MEMORY_HEAPS];
} VkPhysicalDeviceMemoryProperties;
```

- *memoryTypeCount* will be filled with the number of memory types supported by the device.
- *memoryTypes* is an array of `VK_MAX_MEMORY_TYPES` instances of the `VkMemoryType` structures. Upon return from **`vkGetPhysicalDeviceMemoryProperties`**, the first *memoryTypeCount* elements of *memoryTypes* will contain valid data.
- *memoryHeapCount* will be filled with the number of memory heaps supported by the device.
- *memoryHeaps* is an array of `VK_MAX_MEMORY_HEAPS` `VkMemoryHeap` structures which describe the heaps available to the device.

The definition of the `VkMemoryType` structure is as follows:

```
typedef struct VkMemoryType {
    VkMemoryPropertyFlags  propertyFlags;
    uint32_t               heapIndex;
} VkMemoryType;
```

- *propertyFlags* is a bitfield made up from members of the `VkMemoryPropertyFlagBits` enumeration, which is described below.

- 
- *heapIndex* is the index into the *memoryHeaps* array returned through this command from which the memory type will be allocated.

The [VkMemoryPropertyFlagBits](#) enumeration, which forms the available bits for use in the *propertyFlags* member of the [VkMemoryType](#) structure is defined as follows:

```
typedef enum VkMemoryPropertyFlagBits {
    VK_MEMORY_PROPERTY_DEVICE_LOCAL_BIT = 0x00000001,
    VK_MEMORY_PROPERTY_HOST_VISIBLE_BIT = 0x00000002,
    VK_MEMORY_PROPERTY_HOST_COHERENT_BIT = 0x00000004,
    VK_MEMORY_PROPERTY_HOST_CACHED_BIT = 0x00000008,
    VK_MEMORY_PROPERTY_LAZILY_ALLOCATED_BIT = 0x00000010,
} VkMemoryPropertyFlagBits;
```

- [VK\\_MEMORY\\_PROPERTY\\_DEVICE\\_LOCAL\\_BIT](#) signifies that the memory is the most efficient type for device access (e.g. local device memory).
- [VK\\_MEMORY\\_PROPERTY\\_HOST\\_VISIBLE\\_BIT](#) indicates that memory with this property is visible to the host. That is, a valid host address may be obtained and allocations from this memory type may be mapped.
- [VK\\_MEMORY\\_PROPERTY\\_HOST\\_COHERENT\\_BIT](#) indicates that accesses to mapped memory of this type is coherent with accesses to the same memory by the device. Such access do not need to be marshalled using calls to [vkFlushMappedMemoryRanges](#) or by unmapping the memory.
- [VK\\_MEMORY\\_PROPERTY\\_HOST\\_CACHED\\_BIT](#) indicates that data stored in memory of this type is cached by the host and as such, it is likely that reads from such regions by the host will be faster than reads from uncached memory.
- [VK\\_MEMORY\\_PROPERTY\\_LAZILY\\_ALLOCATED\\_BIT](#) indicates that allocations from this type of memory may be made on an as-needed basis. In general, allocations from this type of memory will almost always succeed and return quickly, but first access to such a region may take longer than expected.

The definition of the [VkMemoryHeap](#) structure is as follows:

```
typedef struct VkMemoryHeap {
    VkDeviceSize      size;
    VkMemoryHeapFlags flags;
} VkMemoryHeap;
```

- *size* specifies the size in bytes of the memory heap.
- *flags* is a bitfield made up of the members of the [VkMemoryHeapFlagBits](#) enumeration, the definition of which is:

```
typedef enum VkMemoryHeapFlagBits {
    VK_MEMORY_HEAP_DEVICE_LOCAL_BIT = 0x00000001,
} VkMemoryHeapFlagBits;
```

- If the *flags* member of [VkMemoryHeap](#) contains [VK\\_MEMORY\\_HEAP\\_DEVICE\\_LOCAL\\_BIT](#), then the memory for that heap is located closer to the host than to the device in NUMA (Non-Unified Memory Architecture) systems. Even in unified architectures, this flag may indicate that access to this heap is more efficient from the host than from the device.

#### Valid Usage

- *physicalDevice* must be a valid [VkPhysicalDevice](#) handle
- *pMemoryProperties* must be a pointer to a [VkPhysicalDeviceMemoryProperties](#) structure

#### 1.116.5 See Also

[vkGetPhysicalDeviceProperties](#)

---

## 1.117 vkGetPhysicalDeviceProperties(3)

### 1.117.1 Name

vkGetPhysicalDeviceProperties - Returns properties of a physical device.

### 1.117.2 C Specification

```
void vkGetPhysicalDeviceProperties (
    VkPhysicalDevice          physicalDevice,
    VkPhysicalDeviceProperties* pProperties);
```

### 1.117.3 Parameters

***physicalDevice***

A handle to the physical device.

***pProperties***

A pointer to a structure that will be written with the device properties.

### 1.117.4 Description

**vkGetPhysicalDeviceProperties** returns the properties of the physical device specified in *physicalDevice* in the structure pointed to by *pProperties*. *pProperties* points to an instance of the [VkPhysicalDeviceProperties](#) structure, the definition of which is:

```
typedef struct VkPhysicalDeviceProperties {
    uint32_t          apiVersion;
    uint32_t          driverVersion;
    uint32_t          vendorID;
    uint32_t          deviceID;
    VkPhysicalDeviceType deviceType;
    char              deviceName[VK_MAX_PHYSICAL_DEVICE_NAME_SIZE];
    uint8_t           pipelineCacheUUID[VK_UUID_SIZE];
    VkPhysicalDeviceLimits limits;
    VkPhysicalDeviceSparseProperties sparseProperties;
} VkPhysicalDeviceProperties;
```

The data returned in the *pProperties* structure contains information about the physical device and the driver associated with it.

The *apiVersion* member of [VkPhysicalDeviceProperties](#) indicates the API version supported by the physical device. Minor revisions of the API are backward compatible whereas major versions of the API may break compatibility. The API version is represented as a 32-bit field where bits 31 - 22 represent the major version, bits 21 - 12 represent the minor version, and bits 11 - 0 represent the patch version.

The *driverVersion* member represents the vendor-specific version of the driver used to enable the device.

The *vendorID* and *deviceID* members contain the PCI vendor and device identifiers, respectively. Note that if the device is not physically a PCI-compliant device, then the values of *vendorID* and *deviceID* are platform dependent and may not be values assigned by the PCI-SIG.

The *deviceType* member indicates the type of device represented by *physicalDevice*. *deviceType* is a member of the [VkPhysicalDeviceType](#) enumeration, the definition of which is:

```
typedef enum VkPhysicalDeviceType {
    VK_PHYSICAL_DEVICE_TYPE_OTHER = 0,
    VK_PHYSICAL_DEVICE_TYPE_INTEGRATED_GPU = 1,
    VK_PHYSICAL_DEVICE_TYPE_DISCRETE_GPU = 2,
```

```

    VK_PHYSICAL_DEVICE_TYPE_VIRTUAL_GPU = 3,
    VK_PHYSICAL_DEVICE_TYPE_CPU = 4,
} VkPhysicalDeviceType;

```

When *deviceType* is `VK_PHYSICAL_DEVICE_TYPE_INTEGRATED_GPU`, then the device is typically one embedded in or tightly coupled with the host CPU that is running the application. When *deviceType* is `VK_PHYSICAL_DEVICE_TYPE_DISCRETE_GPU`, then the device is typically a separate physical device connected to the host CPU via a slower interlink such as PCI-Express. If *deviceType* is `VK_PHYSICAL_DEVICE_TYPE_VIRTUAL_GPU`, then the device is potentially emulated (such a stub device or debugger endpoint), a virtual node in a virtualization environment or otherwise does not fit either category. If the device is running entirely on the CPU, then *deviceType* will be `VK_PHYSICAL_DEVICE_TYPE_CPU`. If the device type is unknown or does not fit any of these types, then *deviceType* may be `VK_PHYSICAL_DEVICE_TYPE_OTHER`.

The *deviceName* member of *pProperties* contains a vendor-supplied human-readable name for the device encoded as a UTF-8 string which is up to `VK_MAX_PHYSICAL_DEVICE_NAME_SIZE` characters long, including a null-terminator.

*pipelineCacheUUID* is an array, of size `VK_UUID_SIZE`, containing 8-bit values that represent a universally unique signature that identifies the hardware and driver combination.

*limits* is an instance of the [VkPhysicalDeviceLimits](#) structure which contains limits on the functionality provided by the device. The definition of [VkPhysicalDeviceLimits](#) is:

```

typedef struct VkPhysicalDeviceLimits {
    uint32_t          maxImageDimension1D;
    uint32_t          maxImageDimension2D;
    uint32_t          maxImageDimension3D;
    uint32_t          maxImageDimensionCube;
    uint32_t          maxImageArrayLayers;
    uint32_t          maxTexelBufferElements;
    uint32_t          maxUniformBufferRange;
    uint32_t          maxStorageBufferRange;
    uint32_t          maxPushConstantsSize;
    uint32_t          maxMemoryAllocationCount;
    uint32_t          maxSamplerAllocationCount;
    VkDeviceSize      bufferImageGranularity;
    VkDeviceSize      sparseAddressSpaceSize;
    uint32_t          maxBoundDescriptorSets;
    uint32_t          maxPerStageDescriptorSamplers;
    uint32_t          maxPerStageDescriptorUniformBuffers;
    uint32_t          maxPerStageDescriptorStorageBuffers;
    uint32_t          maxPerStageDescriptorSampledImages;
    uint32_t          maxPerStageDescriptorStorageImages;
    uint32_t          maxPerStageDescriptorInputAttachments;
    uint32_t          maxPerStageResources;
    uint32_t          maxDescriptorSetSamplers;
    uint32_t          maxDescriptorSetUniformBuffers;
    uint32_t          maxDescriptorSetUniformBuffersDynamic;
    uint32_t          maxDescriptorSetStorageBuffers;
    uint32_t          maxDescriptorSetStorageBuffersDynamic;
    uint32_t          maxDescriptorSetSampledImages;
    uint32_t          maxDescriptorSetStorageImages;
    uint32_t          maxDescriptorSetInputAttachments;
    uint32_t          maxVertexInputAttributes;
    uint32_t          maxVertexInputBindings;
    uint32_t          maxVertexInputAttributeOffset;
    uint32_t          maxVertexInputBindingStride;
    uint32_t          maxVertexOutputComponents;
    uint32_t          maxTessellationGenerationLevel;
    uint32_t          maxTessellationPatchSize;
    uint32_t          maxTessellationControlPerVertexInputComponents;
    uint32_t          maxTessellationControlPerVertexOutputComponents;
    uint32_t          maxTessellationControlPerPatchOutputComponents;
    uint32_t          maxTessellationControlTotalOutputComponents;
}

```

```
uint32_t      maxTessellationEvaluationInputComponents;
uint32_t      maxTessellationEvaluationOutputComponents;
uint32_t      maxGeometryShaderInvocations;
uint32_t      maxGeometryInputComponents;
uint32_t      maxGeometryOutputComponents;
uint32_t      maxGeometryOutputVertices;
uint32_t      maxGeometryTotalOutputComponents;
uint32_t      maxFragmentInputComponents;
uint32_t      maxFragmentOutputAttachments;
uint32_t      maxFragmentDualSrcAttachments;
uint32_t      maxFragmentCombinedOutputResources;
uint32_t      maxComputeSharedMemorySize;
uint32_t      maxComputeWorkGroupCount[3];
uint32_t      maxComputeWorkGroupInvocations;
uint32_t      maxComputeWorkGroupSize[3];
uint32_t      subPixelPrecisionBits;
uint32_t      subTexelPrecisionBits;
uint32_t      mipmapPrecisionBits;
uint32_t      maxDrawIndexedIndexValue;
uint32_t      maxDrawIndirectCount;
float         maxSamplerLodBias;
float         maxSamplerAnisotropy;
uint32_t      maxViewports;
uint32_t      maxViewportDimensions[2];
float         viewportBoundsRange[2];
uint32_t      viewportSubPixelBits;
size_t        minMemoryMapAlignment;
VkDeviceSize  minTexelBufferOffsetAlignment;
VkDeviceSize  minUniformBufferOffsetAlignment;
VkDeviceSize  minStorageBufferOffsetAlignment;
int32_t       minTexelOffset;
uint32_t      maxTexelOffset;
int32_t       minTexelGatherOffset;
uint32_t      maxTexelGatherOffset;
float         minInterpolationOffset;
float         maxInterpolationOffset;
uint32_t      subPixelInterpolationOffsetBits;
uint32_t      maxFramebufferWidth;
uint32_t      maxFramebufferHeight;
uint32_t      maxFramebufferLayers;
VkSampleCountFlags framebufferColorSampleCounts;
VkSampleCountFlags framebufferDepthSampleCounts;
VkSampleCountFlags framebufferStencilSampleCounts;
VkSampleCountFlags framebufferNoAttachmentsSampleCounts;
uint32_t      maxColorAttachments;
VkSampleCountFlags sampledImageColorSampleCounts;
VkSampleCountFlags sampledImageIntegerSampleCounts;
VkSampleCountFlags sampledImageDepthSampleCounts;
VkSampleCountFlags sampledImageStencilSampleCounts;
VkSampleCountFlags storageImageSampleCounts;
uint32_t      maxSampleMaskWords;
VkBool32      timestampComputeAndGraphics;
float         timestampPeriod;
uint32_t      maxClipDistances;
uint32_t      maxCullDistances;
uint32_t      maxCombinedClipAndCullDistances;
uint32_t      discreteQueuePriorities;
float         pointSizeRange[2];
float         lineWidthRange[2];
float         pointSizeGranularity;
float         lineWidthGranularity;
VkBool32      strictLines;
```

---

```
VkBool32          standardSampleLocations;
VkDeviceSize      optimalBufferCopyOffsetAlignment;
VkDeviceSize      optimalBufferCopyRowPitchAlignment;
VkDeviceSize      nonCoherentAtomSize;
} VkPhysicalDeviceLimits;
```

#### Valid Usage

- *physicalDevice* must be a valid `VkPhysicalDevice` handle
- *pProperties* must be a pointer to a `VkPhysicalDeviceProperties` structure

#### 1.117.5 See Also

[vkGetPhysicalDeviceFeatures](#), [vkGetPhysicalDeviceProperties](#)

---



## 1.118 vkGetPhysicalDeviceQueueFamilyProperties(3)

### 1.118.1 Name

`vkGetPhysicalDeviceQueueFamilyProperties` - Reports properties of the queues of the specified physical device.

### 1.118.2 C Specification

```
void vkGetPhysicalDeviceQueueFamilyProperties (
    VkPhysicalDevice      physicalDevice,
    uint32_t*             pQueueFamilyPropertyCount,
    VkQueueFamilyProperties* pQueueFamilyProperties);
```

### 1.118.3 Parameters

***physicalDevice***

Physical device to query.

***pQueueFamilyPropertyCount***

Count indicating number of `VkQueueFamilyProperties` pointed to by *pQueueFamilyProperties*.

***pQueueFamilyProperties***

Pointer to an array of `VkQueueFamilyProperties` structures receiving the information about each particular queue family.

### 1.118.4 Description

**`vkGetPhysicalDeviceQueueFamilyProperties`** retrieves properties of the queues on a physical device whose handle is given in *physicalDevice*. *pQueueFamilyPropertyCount* must be set to the size of the array pointed to by *pQueueFamilyProperties* and thus specifies the number of queue families to retrieve information for. The *pQueueFamilyProperties* parameter should point to an array of `VkQueueFamilyProperties` structures to be filled out with the properties of the queue families. If *pQueueFamilyProperties* is **NULL** then **`vkGetPhysicalDeviceQueueFamilyProperties`** will update the value pointed by *pQueueFamilyPropertyCount* with the number of queue families available on the specified physical device.

The device will overwrite the entries of *pQueueFamilyProperties* with information about the supported queues, and will write the number of structures filled into the variable pointed to by *pQueueFamilyPropertyCount*. Each element of *pQueueFamilyProperties* is an instance of the `VkQueueFamilyProperties` structure, the definition of which is:

```
typedef struct VkQueueFamilyProperties {
    VkQueueFlags      queueFlags;
    uint32_t          queueCount;
    uint32_t          timestampValidBits;
    VkExtent3D        minImageTransferGranularity;
} VkQueueFamilyProperties;
```

The members of `VkQueueFamilyProperties` have the following meanings:

- queueFlags* is a bitfield made up from members of the `VkQueueFlagBits` enumeration indicating capabilities of the queue. The list of capabilities is described below.
- queueCount* contains the number of individual queues within the specified queue family. Queues within a single family are considered identical from a feature support perspective and are directly compatible with one another.

- 
- *timestampValidBits* contains the number of valid bits that will be written to timestamp by [vkCmdWriteTimestamp](#). Timestamps are always 64-bit unsigned integers. However, less than 64 bits may actually be valid. Additional bits will contain zeros. If *timestampValidBits* is zero then the queue does not support timestamps and [vkCmdWriteTimestamp](#) may not be used in command buffers submitted to queues in this family. If *timestampValidBits* is non-zero, it must be at least 32, and may be as high as 64.

The valid bits that may be contained in *queueFlags* are comprised of the members of the [VkQueueFlagBits](#) enumeration, the definition of which is:

```
typedef enum VkQueueFlagBits {
    VK_QUEUE_GRAPHICS_BIT = 0x00000001,
    VK_QUEUE_COMPUTE_BIT = 0x00000002,
    VK_QUEUE_TRANSFER_BIT = 0x00000004,
    VK_QUEUE_SPARSE_BINDING_BIT = 0x00000008,
} VkQueueFlagBits;
```

- If a queue's *queueFlags* member contains [VK\\_QUEUE\\_GRAPHICS\\_BIT](#), then it supports graphics operations such as binding graphics state and graphics pipelines and executing drawing commands.
- If a queue's *queueFlags* member contains [VK\\_QUEUE\\_COMPUTE\\_BIT](#), then it supports compute operations such as binding compute pipelines and executing compute dispatches.
- If a queue's *queueFlags* member contains [VK\\_QUEUE\\_TRANSFER\\_BIT](#), then it supports transfer operations, which include copying data and images.
- If a queue's *queueFlags* member contains [VK\\_QUEUE\\_SPARSE\\_BINDING\\_BIT](#), then it supports binding memory to sparse buffer and image resources.

All Vulkan implementations must expose at least one queue, each of which has at least one queue capability bit set. Note, though, that it is possible that new sets of capabilities are exposed by extensions or future API versions and so a queue may have none of the bits listed above set.

#### Valid Usage

- *physicalDevice* must be a valid [VkPhysicalDevice](#) handle
- *pQueueFamilyPropertyCount* must be a pointer to a [uint32\\_t](#) value
- If the value referenced by *pQueueFamilyPropertyCount* is not 0, and *pQueueFamilyProperties* is not NULL, *pQueueFamilyProperties* must be a pointer to an array of *pQueueFamilyPropertyCount* [VkQueueFamilyProperties](#) structures

#### 1.118.5 See Also

[vkGetPhysicalDeviceFeatures](#), [vkGetPhysicalDeviceProperties](#), [vkGetPhysicalDeviceMemoryProperties](#), [VkQueueFamilyProperties](#)

---

## 1.119 vkGetPhysicalDeviceSparseImageFormatProperties(3)

### 1.119.1 Name

`vkGetPhysicalDeviceSparseImageFormatProperties` - Retrieve properties of an image format applied to sparse images.

### 1.119.2 C Specification

```
void vkGetPhysicalDeviceSparseImageFormatProperties (
    VkPhysicalDevice    physicalDevice,
    VkFormat            format,
    VkImageType         type,
    VkSampleCountFlagBits samples,
    VkImageUsageFlags   usage,
    VkImageTiling       tiling,
    uint32_t*           pPropertyCount,
    VkSparseImageFormatProperties* pProperties);
```

### 1.119.3 Parameters

***physicalDevice***

The physical device whose properties to query.

***format***

The format about which to query the device.

***type***

The dimensionality of the image.

***samples***

The number of multisamples in the image.

***usage***

The intended usages for the image.

***tiling***

A set of flags defining the tiling of the image.

***pPropertyCount***

A pointer to a variable that contains the number of properties to query.

***pProperties***

A pointer to an array of `VkSparseImageFormatProperties` structures that will receive the results of the query.

### 1.119.4 Description

`vkGetPhysicalDeviceSparseImageFormatProperties` queries the physical device specified in *physicalDevice* for its support of the format described by the remaining parameters to the command should that format be used with a sparse image.

*format* specifies the format of the image and is a member of the `VkFormat` enumeration. *type* specifies the type of the image and is a member of the `VkImageType` enumeration, the definition of which is:

```
typedef enum VkImageType {
    VK_IMAGE_TYPE_1D = 0,
    VK_IMAGE_TYPE_2D = 1,
    VK_IMAGE_TYPE_3D = 2,
} VkImageType;
```

---

The *samples* parameter specifies the number of samples to be used in the image and must be a supported sample count for the image format. The possible values are:

```
typedef enum VkSampleCountFlagBits {
    VK_SAMPLE_COUNT_1_BIT = 0x00000001,
    VK_SAMPLE_COUNT_2_BIT = 0x00000002,
    VK_SAMPLE_COUNT_4_BIT = 0x00000004,
    VK_SAMPLE_COUNT_8_BIT = 0x00000008,
    VK_SAMPLE_COUNT_16_BIT = 0x00000010,
    VK_SAMPLE_COUNT_32_BIT = 0x00000020,
    VK_SAMPLE_COUNT_64_BIT = 0x00000040,
} VkSampleCountFlagBits;
```

If *samples* is `VK_SAMPLE_COUNT_1_BIT` then the image is not multisampled.

The *usage* parameter is a bitfield made up of members of the `VkImageUsageFlagBits` enumeration and specifies the intended usage for the image. The definition of `VkImageUsageFlagBits` is:

```
typedef enum VkImageUsageFlagBits {
    VK_IMAGE_USAGE_TRANSFER_SRC_BIT = 0x00000001,
    VK_IMAGE_USAGE_TRANSFER_DST_BIT = 0x00000002,
    VK_IMAGE_USAGE_SAMPLED_BIT = 0x00000004,
    VK_IMAGE_USAGE_STORAGE_BIT = 0x00000008,
    VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT = 0x00000010,
    VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT = 0x00000020,
    VK_IMAGE_USAGE_TRANSIENT_ATTACHMENT_BIT = 0x00000040,
    VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT = 0x00000080,
} VkImageUsageFlagBits;
```

On input, *pPropertyCount* points to a variable that is populated with the number of aspects to query about the image. *pProperties* is a pointer to an array of at least this many `VkSparseImageFormatProperties` structures, the definition of which is:

```
typedef struct VkSparseImageFormatProperties {
    VkImageAspectFlags      aspectMask;
    VkExtent3D              imageGranularity;
    VkSparseImageFormatFlags flags;
} VkSparseImageFormatProperties;
```

On return, the variable pointed to by *pPropertyCount* will be overwritten with the number of entries in *pProperties* that were populated by the command.

In the `VkSparseImageFormatProperties` structure, *aspectMask* contains the aspects of the image to which this property applies. *imageGranularity* contains the size, in texels at which image memory is to be bound to a sparse image with the specified properties through a call to `vkQueueBindSparse`. *flags* contains a bitfield of the supported flags for this image format, and is a bitwise combination of members of the `VkSparseImageFormatFlagBits` enumeration, the definition of which is:

```
typedef enum VkSparseImageFormatFlagBits {
    VK_SPARSE_IMAGE_FORMAT_SINGLE_MIPTAIL_BIT = 0x00000001,
    VK_SPARSE_IMAGE_FORMAT_ALIGNED_MIP_SIZE_BIT = 0x00000002,
    VK_SPARSE_IMAGE_FORMAT_NONSTANDARD_BLOCK_SIZE_BIT = 0x00000004,
} VkSparseImageFormatFlagBits;
```

#### Valid Usage

- *physicalDevice* must be a valid `VkPhysicalDevice` handle
  - *format* must be a valid `VkFormat` value
  - *pFormatProperties* must be a pointer to a `VkFormatProperties` structure
-

### 1.119.5 Return Value

**vkGetPhysicalDeviceSparseImageFormatProperties** does not return a value. However, on success, the variable *pPropertyCount* is overwritten with the number of structures written into the array pointed to by *pProperties*. On failure, the variable is overwritten with zero.

### 1.119.6 See Also

[vkGetImageSparseMemoryRequirements](#), [vkGetPhysicalDeviceImageFormatProperties](#), [vkGetPhysicalDeviceFormatProperties](#)

---

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## 1.120 vkGetPipelineCacheData(3)

### 1.120.1 Name

vkGetPipelineCacheData - Get the data store from a pipeline cache

### 1.120.2 C Specification

```
VkResult vkGetPipelineCacheData(  
    VkDevice          device,  
    VkPipelineCache   pipelineCache,  
    size_t*           pDataSize,  
    void*             pData);
```

### 1.120.3 Parameters

***device***

A handle to the device that is the parent of the pipeline cache.

***pipelineCache***

The pipeline cache whose data will be returned.

***pDataSize***

A pointer to a variable to receive the size (in bytes) of the data retrieved from the cache.

***pData***

A pointer to memory where the cache's data will be stored.

### 1.120.4 Description

**vkGetPipelineCacheData** fills the output buffer *pData* with a copy of the data store of a pipeline cache, as a step in the process of the application retrieving and saving the cache data. *pDataSize* points to a variable that, on entry, contains the size of the data area pointed to by *pData*. If *pData* is **NULL**, then the initial value of the variable addressed by *pDataSize* is ignored and overwritten with the size of the data that would be returned. Otherwise, it is used to determine the size of data that may be written to *pData*, which should be large enough to receive the entire data blob.

#### Valid Usage

- *device* must be a valid VkDevice handle
  - *pipelineCache* must be a valid VkPipelineCache handle
  - *pDataSize* must be a pointer to a size\_t value
  - If the value referenced by *pDataSize* is not 0, and *pData* is not NULL, *pData* must be a pointer to an array of *pDataSize* bytes
  - *pipelineCache* must have been created, allocated or retrieved from *device*
  - Each of *device* and *pipelineCache* must have been created, allocated or retrieved from the same VkPhysicalDevice
-

**Return Codes****Success**

- `VK_SUCCESS`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

**1.120.5 See Also**

[vkCreatePipelineCache](#), [vkMergePipelineCaches](#)

---

---

## 1.121 vkGetQueryPoolResults(3)

### 1.121.1 Name

vkGetQueryPoolResults - Copy results of queries in a query pool to a host memory region.

### 1.121.2 C Specification

```
VkResult vkGetQueryPoolResults(  
    VkDevice          device,  
    VkQueryPool       queryPool,  
    uint32_t          firstQuery,  
    uint32_t          queryCount,  
    size_t            dataSize,  
    void*             pData,  
    VkDeviceSize       stride,  
    VkQueryResultFlags flags);
```

### 1.121.3 Parameters

**device**

Logical device owning the query pool.

**queryPool**

The query pool whose results should be copied to the buffer object.

**startQuery**

The index of the first query in the query pool whose results should be copied to the buffer object.

**queryCount**

The number of queries in the query pool whose results should be copied to the buffer object.

**dataSize**

The size of the data area pointed to by *pData*.

**pData**

A pointer to a buffer that will be filled with query results.

**stride**

The stride, in bytes between the start of each query object in memory.

**flags**

The flags controlling the behavior of the query result copy command (see [VkQueryResultFlags](#)).

### 1.121.4 Description

**vkGetQueryPoolResults** copies the results of *queryCount* number of queries in the query pool specified by *queryPool* starting from index *startQuery*. The results are written to the host memory buffer specified by *pData*. *dataSize* contains the size of the output buffer. If *pData* is not **NULL**, then the output buffer size must be large enough to hold the query results. The semantics of when and what values written to the destination buffer are defined by the type of the queries in the query pool, the query control flags passed to [vkCmdBeginQuery](#), and the query result control flags specified by *flags*.

---



**Valid Usage**

- *device* must be a valid `VkDevice` handle
- *queryPool* must be a valid `VkQueryPool` handle
- *pData* must be a pointer to an array of *dataSize* bytes
- *flags* must be a valid combination of `VkQueryResultFlagBits` values
- *dataSize* must be greater than 0
- *queryPool* must have been created, allocated or retrieved from *device*
- Each of *device* and *queryPool* must have been created, allocated or retrieved from the same `VkPhysicalDevice`
- *firstQuery* must be less than the number of queries in *queryPool*
- If `VK_QUERY_RESULT_64_BIT` is not set in *flags* then *pData* and *stride* must be multiples of 4
- If `VK_QUERY_RESULT_64_BIT` is set in *flags* then *pData* and *stride* must be multiples of 8
- The sum of *firstQuery* and *queryCount* must be less than or equal to the number of queries in *queryPool*
- *dataSize* must be large enough to contain the result of each query, as described [here](#)
- If the *queryType* used to create *queryPool* was `VK_QUERY_TYPE_TIMESTAMP`, *flags* must not contain `VK_QUERY_RESULT_PARTIAL_BIT`

**Return Codes****Success**

- `VK_SUCCESS`
- `VK_NOT_READY`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
- `VK_ERROR_DEVICE_LOST`

**1.121.5 Return Value**

Upon success, **`vkGetQueryPoolResults`** returns `VK_SUCCESS` and query results are deposited in the buffer pointed to by *pData*. If only some of the results are available, **`vkGetQueryPoolResults`** returns `VK_NOT_READY`; in this case, if *flags* contains `VK_QUERY_RESULT_PARTIAL_BIT`, partial results are deposited in the buffer pointed to by *pData*. Upon failure, a descriptive error code is returned.

**1.121.6 See Also**

[vkCmdCopyQueryPoolResults](#), [VkQueryResultFlags](#), [vkCmdBeginQuery](#), [VkQueryControlFlags](#)

---

## 1.122 vkGetRenderAreaGranularity(3)

### 1.122.1 Name

vkGetRenderAreaGranularity - Returns the granularity for optimal render area.

### 1.122.2 C Specification

```
void vkGetRenderAreaGranularity(
    VkDevice          device,
    VkRenderPass      renderPass,
    VkExtent2D*       pGranularity);
```

### 1.122.3 Parameters

***device***

The device in which *renderPass* was created.

***renderPass***

The render pass for which to query the render area granularity.

***pGranularity***

A pointer to a structure containing the return value.

### 1.122.4 Description

**vkGetRenderAreaGranularity** returns the granularity at which the *renderArea* member of the [VkRenderPassBeginInfo](#) structure should be for optimal performance. *device* must be the device which created *renderPass*. The *renderPass* parameter must be the same as the one given in the [VkRenderPassBeginInfo](#) structure for which the render area is relevant. *pGranularity* must point to an instance of the [VkExtent2D](#) structure, which will be filled if **vkGetRenderAreaGranularity** is successful. The definitions of the [VkExtent2D](#) structure is:

```
typedef struct VkExtent2D {
    uint32_t    width;
    uint32_t    height;
} VkExtent2D;
```

The conditions leading to an optimal *renderArea* are:

- the *offset.x* member of *renderArea* must be a multiple of the *width* member of the returned [VkExtent2D](#) (the horizontal granularity).
  - the *offset.y* member of *renderArea* must be a multiple of the *height* of the returned [VkExtent2D](#) (the vertical granularity).
  - it must be true that either the *offset.width* member of *renderArea* is a multiple of the horizontal granularity or that *offset.x + offset.width* is equal to the *width* of the *framebuffer* in the [VkRenderPassBeginInfo](#).
  - it must be true that either the *offset.height* member of *renderArea* is a multiple of the vertical granularity or that *offset.y + offset.height* is equal to the *height* of the *framebuffer* in the [VkRenderPassBeginInfo](#).
-

**Valid Usage**

- *device* must be a valid `VkDevice` handle
- *renderPass* must be a valid `VkRenderPass` handle
- *pGranularity* must be a pointer to a `VkExtent2D` structure
- *renderPass* must have been created, allocated or retrieved from *device*
- Each of *device* and *renderPass* must have been created, allocated or retrieved from the same `VkPhysicalDevice`

**1.122.5 See Also**[vkCmdBeginRenderPass](#)

---

## 1.123 vkInvalidateMappedMemoryRanges(3)

### 1.123.1 Name

vkInvalidateMappedMemoryRanges - Invalidate ranges of mapped memory objects.

### 1.123.2 C Specification

```
VkResult vkInvalidateMappedMemoryRanges (
    VkDevice          device,
    uint32_t          memoryRangeCount,
    const VkMappedMemoryRange* pMemoryRanges);
```

### 1.123.3 Parameters

***device***

A handle to the logical device which owns the specified memory ranges.

***memoryRangeCount***

Number of memory ranges described by *pMemoryRanges*.

***pMemoryRanges***

Memory ranges to invalidate.

### 1.123.4 Description

**vkInvalidateMappedMemoryRanges** invalidates a number of ranges of a number of mapped memory objects. *device* is the handle to the device that owns the memory objects referenced by the call. *memoryRangeCount* specifies the number of memory ranges to invalidate and *pMemoryRanges* is a pointer to an array of [VkMappedMemoryRange](#) structures describing the memory ranges to be invalidated. The definition of [VkMappedMemoryRange](#) is:

```
typedef struct VkMappedMemoryRange {
    VkStructureType    sType;
    const void*        pNext;
    VkDeviceMemory     memory;
    VkDeviceSize       offset;
    VkDeviceSize       size;
} VkMappedMemoryRange;
```

The *sType* member of each element of *pMemoryRanges* should be set to `VK_STRUCTURE_TYPE_MAPPED_MEMORY_RANGE`. The *memory* member of the structure specifies the handle to the device memory object containing the mapped region and *offset* and *size* specify the starting offset and size of the region, in bytes, respectively. Areas of regions that extend outside the mapped portion of the parent memory object are ignored and have no effect.

After invalidation, any data stored in the referenced region is discarded and should be considered stale.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
  - *pMemoryRanges* must be a pointer to an array of *memoryRangeCount* valid `VkMappedMemoryRange` structures
  - *memoryRangeCount* must be greater than 0
-

**Return Codes****Success**

- VK\_SUCCESS

**Failure**

- VK\_ERROR\_OUT\_OF\_HOST\_MEMORY
- VK\_ERROR\_OUT\_OF\_DEVICE\_MEMORY

**1.123.5 See Also**

[vkFlushMappedMemoryRanges](#)

---

---

## 1.124 vkMapMemory(3)

### 1.124.1 Name

vkMapMemory - Map a memory object into application address space.

### 1.124.2 C Specification

```
VkResult vkMapMemory(  
    VkDevice          device,  
    VkDeviceMemory    memory,  
    VkDeviceSize      offset,  
    VkDeviceSize      size,  
    VkMemoryMapFlags   flags,  
    void**            ppData);
```

### 1.124.3 Parameters

***device***

Logical device which owns the memory object.

***memory***

A handle to the memory object to map.

***offset***

Start offset of the memory region to map.

***size***

Size of the memory region to map.

***flags***

This parameter is reserved and must be zero.

***ppData***

The pointer to a variable to receive the resulting application-visible address.

### 1.124.4 Description

**vkMapMemory** maps a region of the memory object specified in `mem` into application address space and returns the resulting pointer in the variable pointed to by `ppData`. The mapped memory region starts at offset `offset` and has a size of `size`. The `flags` parameter is reserved and should be set to zero.

---

**Valid Usage**

- *device* must be a valid `VkDevice` handle
- *memory* must be a valid `VkDeviceMemory` handle
- *flags* must be 0
- *ppData* must be a pointer to a pointer
- *memory* must have been created, allocated or retrieved from *device*
- Each of *device* and *memory* must have been created, allocated or retrieved from the same `VkPhysicalDevice`
- *memory* must not currently be mapped
- *offset* must be less than the size of *memory*
- If *size* is not equal to `VK_WHOLE_SIZE`, *size* must be greater than 0
- If *size* is not equal to `VK_WHOLE_SIZE`, *size* must be less than or equal to the size of the *memory* minus *offset*
- *memory* must have been created with a memory type that reports `VK_MEMORY_PROPERTY_HOST_VISIBLE_BIT`

**Host Synchronization**

- Host access to *memory* must be externally synchronized

**Return Codes****Success**

- `VK_SUCCESS`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
- `VK_ERROR_MEMORY_MAP_FAILED`

**1.124.5 See Also**

[vkUnmapMemory](#), [vkFlushMappedMemoryRanges](#), [vkInvalidateMappedMemoryRanges](#)

---

## 1.125 vkMergePipelineCaches(3)

### 1.125.1 Name

vkMergePipelineCaches - Combine the data stores of pipeline caches.

### 1.125.2 C Specification

```
VkResult vkMergePipelineCaches(  
    VkDevice          device,  
    VkPipelineCache   dstCache,  
    uint32_t          srcCacheCount,  
    const VkPipelineCache* pSrcCaches);
```

### 1.125.3 Parameters

***device***

A handle to the device that is the parent of the pipeline caches.

***dstCache***

The pipeline cache the combined data will be stored into.

***srcCacheCount***

The number of pipeline caches in the pSrcCaches array.

***pSrcCaches***

An array of pipeline caches to be combined.

### 1.125.4 Description

This command combines the caches in the *pSrcCaches* array, storing the result in *dstCache*.

#### Valid Usage

- *device* must be a valid VkDevice handle
- *dstCache* must be a valid VkPipelineCache handle
- *pSrcCaches* must be a pointer to an array of *srcCacheCount* valid VkPipelineCache handles
- *srcCacheCount* must be greater than 0
- *dstCache* must have been created, allocated or retrieved from *device*
- Each element of *pSrcCaches* must have been created, allocated or retrieved from *device*
- Each of *device*, *dstCache* and the elements of *pSrcCaches* must have been created, allocated or retrieved from the same VkPhysicalDevice
- *dstCache* must not appear in the list of source caches

#### Host Synchronization

- Host access to *dstCache* must be externally synchronized
-



**Return Codes****Success**

- VK\_SUCCESS

**Failure**

- VK\_ERROR\_OUT\_OF\_HOST\_MEMORY
- VK\_ERROR\_OUT\_OF\_DEVICE\_MEMORY

**1.125.5 See Also**

[vkCreatePipelineCache](#), [vkCreateGraphicsPipelines](#), [vkCreateComputePipelines](#), [vkGetPipelineCacheData](#)

---

## 1.126 vkQueueBindSparse(3)

### 1.126.1 Name

vkQueueBindSparse - Bind device memory to a sparse resource object.

### 1.126.2 C Specification

```
VkResult vkQueueBindSparse(
    VkQueue          queue,
    uint32_t         bindInfoCount,
    const VkBindSparseInfo* pBindInfo,
    VkFence          fence);
```

### 1.126.3 Parameters

**queue**

The queue upon which to perform the operation.

**bindInfoCount**

The number of binding operations to perform.

**pBindInfo**

A pointer to an array of *bindInfoCount* data structures describing the binding operations to perform.

**fence**

A handle to a fence object that will be signaled when the binding operation completes.

### 1.126.4 Description

**vkQueueBindSparse** binds memory to sparse resources. The number of binding operations to perform is specified in *bindInfoCount* and the binding operation takes place on the queue specified in *queue*. *queue* must be the handle to a queue that is a member of a family that supports the VK\_QUEUE\_SPARSE\_MEMMGR\_BIT capability.

*pBindInfo* is a pointer to an array of *bindInfoCount* **VkBindSparseInfo** structures describing each of the binding operations. The definition of **VkBindSparseInfo** is:

```
typedef struct VkBindSparseInfo {
    VkStructureType    sType;
    const void*        pNext;
    uint32_t           waitSemaphoreCount;
    const VkSemaphore* pWaitSemaphores;
    uint32_t           bufferBindCount;
    const VkSparseBufferMemoryBindInfo* pBufferBinds;
    uint32_t           imageOpaqueBindCount;
    const VkSparseImageOpaqueMemoryBindInfo* pImageOpaqueBinds;
    uint32_t           imageBindCount;
    const VkSparseImageMemoryBindInfo* pImageBinds;
    uint32_t           signalSemaphoreCount;
    const VkSemaphore* pSignalSemaphores;
} VkBindSparseInfo;
```

The *sType* member of **VkBindSparseInfo** should be VK\_STRUCTURE\_TYPE\_BIND\_SPARSE\_INFO. The *pNext* member is reserved for use by extensions and should be set to **NULL**.

The *waitSemaphoreCount* member specifies the number of semaphores that should be waited on before the binding operation takes place. *pWaitSemaphores* is a pointer to an array of **VkSemaphore** objects to wait on. If *waitSemaphoreCount* is zero then the value of *pWaitSemaphores* is ignored and the command will not wait before performing the bind operations.

---

The *bufferBindCount* parameter specifies the number of binding operations to apply to buffer objects. The *pBufferBinds* parameter is a pointer to an array of *bufferBindCount* [VkSparseBufferMemoryBindInfo](#) structures describing the binding operations for buffers to be performed by the command. The definition of [VkSparseBufferMemoryBindInfo](#) is:

```
typedef struct VkSparseBufferMemoryBindInfo {
    VkBuffer          buffer;
    uint32_t          bindCount;
    const VkSparseMemoryBind* pBinds;
} VkSparseBufferMemoryBindInfo;
```

The *buffer* member of [VkSparseBufferMemoryBindInfo](#) specifies the target buffer, *bindCount* specifies the number of binding operations to apply to that buffer, and *pBinds* is a pointer to an array of [VkSparseMemoryBind](#) structures describing the bindings. If *bindCount* is zero then the value of *pBinds* is ignored and no bindings are performed. The definition of [VkSparseMemoryBind](#) is:

```
typedef struct VkSparseMemoryBind {
    VkDeviceSize      resourceOffset;
    VkDeviceSize      size;
    VkDeviceMemory     memory;
    VkDeviceSize       memoryOffset;
    VkSparseMemoryBindFlags flags;
} VkSparseMemoryBind;
```

For each element of the array of [VkSparseMemoryBind](#) structures, *resourceOffset* and *size* specify the starting offset and size of the region in the buffer. Both are specified in bytes. *memoryOffset* specifies the offset of the region of the memory object specified by *memory* that is to be bound to the specified region in the buffer object. *memoryOffset* is also specified in bytes. *resourceOffset*, *size* and *memoryOffset* must each satisfy the alignment requirements of the buffer. This is returned in the *alignment* field of the [VkMemoryRequirements](#) structure filled by a call to [vkGetBufferMemoryRequirements](#).

The *flags* member of the [VkSparseMemoryBind](#) structure is a bitfield comprising members of the [VkSparseMemoryBindFlagBits](#) enumeration, the definition of which is:

```
typedef enum VkSparseMemoryBindFlagBits {
    VK_SPARSE_MEMORY_BIND_METADATA_BIT = 0x00000001,
} VkSparseMemoryBindFlagBits;
```

All other bits in *flags* are reserved and should be set to zero.

The *imageOpaqueBindCount* member specifies the number of opaque image memory binding operations to execute and *pImageOpaqueBinds* is a pointer to an array of *imageOpaqueBindCount* [VkSparseImageOpaqueMemoryBindInfo](#) structures describing those operations. If *imageOpaqueBindCount* is zero then the value of *pImageOpaqueBinds* is ignored and no binding operations are performed. The definition of [VkSparseImageOpaqueMemoryBindInfo](#) is:

```
typedef struct VkSparseImageOpaqueMemoryBindInfo {
    VkImage          image;
    uint32_t          bindCount;
    const VkSparseMemoryBind* pBinds;
} VkSparseImageOpaqueMemoryBindInfo;
```

The *image* member of the [VkSparseImageOpaqueMemoryBindInfo](#) structure specifies the image that is the target of the binding operation. *bindCount* specifies the number of binding operations to be applied to *image* and *pBinds* is a pointer to an array of [VkSparseMemoryBind](#) structures describing those operations. If *bindCount* is zero then the value of *pBinds* is ignored. Opaque memory binding operations are expressed in terms of byte offsets. The [VkSparseMemoryBind](#) structures pointed to by the *pBinds* member of [VkSparseImageOpaqueMemoryBindInfo](#) are interpreted as described for buffers above.

The *imageBindCount* member of the [VkBindSparseInfo](#) specifies the number of non-opaque image bindings to perform, and the *pImageBinds* member of the structure is a pointer to an array of *imageBindCount* [VkSparseImageMemoryBindInfo](#) structures describing those operations. If *imageBindCount* is zero then the value of *pImageBinds* is ignored. The definition of [VkSparseImageMemoryBindInfo](#) is:

---

```
typedef struct VkSparseImageMemoryBindInfo {
    VkImage          image;
    uint32_t         bindCount;
    const VkSparseImageMemoryBind* pBinds;
} VkSparseImageMemoryBindInfo;
```

Within `VkSparseImageMemoryBindInfo`, the `image` member specifies the image that is to be the target of the binding operation. `bindCount` specifies the number of binding operations to execute and `pBinds` is a pointer to an array of `bindCount` `VkSparseImageMemoryBind` structures describing those operations. The definition of `VkSparseImageMemoryBind` is:

```
typedef struct VkSparseImageMemoryBind {
    VkImageSubresource    subresource;
    VkOffset3D            offset;
    VkExtent3D            extent;
    VkDeviceMemory        memory;
    VkDeviceSize           memoryOffset;
    VkSparseMemoryBindFlags flags;
} VkSparseImageMemoryBind;
```

The `subresource` member of `VkSparseImageMemoryBind` specifies the image subresource within the image to bind memory to. The `offset` and `extent` members specify the region within the image subresource to bind memory to. `offset` and `extent` are instances of the `VkOffset3D` and `VkExtent3D` structures, respectively, and are expressed in texels. The `memoryOffset` member specifies the offset within the memory object specified by `memory` from which to bind memory. `memoryOffset` is expressed in bytes. Its value and the values contained in `offset` and `extent` must satisfy device-specific alignment requirements.

The `flags` member within `VkSparseImageMemoryBind` has the same interpretation as the similarly named member in `VkSparseMemoryBind`.

The `signalSemaphoreCount` parameter specifies the number of semaphores to signal after the binding operations are complete. `pSignalSemaphores` is a pointer to an array of `signalSemaphoreCount` `VkSemaphore` objects to signal at this point. If `signalSemaphoreCount` is zero then the value of `pSignalSemaphores` is ignored and no semaphores are signaled as a result of the operation.

#### Valid Usage

- `queue` must be a valid `VkQueue` handle
  - If `bindInfoCount` is not 0, `pBindInfo` must be a pointer to an array of `bindInfoCount` valid `VkBindSparseInfo` structures
  - If `fence` is not `VK_NULL_HANDLE`, `fence` must be a valid `VkFence` handle
  - The `queue` must support sparse binding operations
  - Each of `queue` and `fence` that are valid handles must have been created, allocated or retrieved from the same `VkDevice`
  - `fence` must be unsignaled
  - `fence` must not be associated with any other queue command that has not yet completed execution on that queue
-

**Host Synchronization**

- Host access to *queue* must be externally synchronized
- Host access to *pBindInfo*[],*pWaitSemaphores*[] must be externally synchronized
- Host access to *pBindInfo*[],*pSignalSemaphores*[] must be externally synchronized
- Host access to *pBindInfo*[],*pBufferBinds*[],*buffer* must be externally synchronized
- Host access to *pBindInfo*[],*pImageOpaqueBinds*[],*image* must be externally synchronized
- Host access to *pBindInfo*[],*pImageBinds*[],*image* must be externally synchronized
- Host access to *fence* must be externally synchronized

**Command Properties**

Command Buffer Levels	Render Pass Scope	Supported Queue Types
-	-	SPARSE_BINDING

**Return Codes**

**Success**

- VK\_SUCCESS

**Failure**

- VK\_ERROR\_OUT\_OF\_HOST\_MEMORY
- VK\_ERROR\_OUT\_OF\_DEVICE\_MEMORY
- VK\_ERROR\_DEVICE\_LOST

**1.126.5 See Also**

[vkQueueSubmit](#), [vkBindBufferMemory](#), [vkGetBufferMemoryRequirements](#), [vkGetImageMemoryRequirements](#), [vkBindImageMemory](#)

---

## 1.127 vkQueueSubmit(3)

### 1.127.1 Name

vkQueueSubmit - Submits a sequence of semaphores or command buffers to a queue.

### 1.127.2 C Specification

```
VkResult vkQueueSubmit(
    VkQueue          queue,
    uint32_t         submitCount,
    const VkSubmitInfo* pSubmits,
    VkFence          fence);
```

### 1.127.3 Parameters

#### **queue**

The queue to which to submit work.

#### **submitCount**

The number of submissions to make.

#### **pSubmits**

The address of an array of *submitCount* [VkSubmitInfo](#) structures to submit to *queue*.

#### **fence**

An optional fence object that will be signaled when all command buffers referenced in *pSubmits* have completed execution.

### 1.127.4 Description

**vkQueueSubmit** makes one or more submissions to a the queue specified in *queue*. Each submission is represented by an element of an array of [VkSubmitInfo](#) structures, the address of which is specified in *pSubmits*. The length of the array is given by *submitCount*. If *submitCount* is zero then, *pSubmits* may be **NULL**, in which case, no work is submitted to the queue. The definition of [VkSubmitInfo](#) is:

```
typedef struct VkSubmitInfo {
    VkStructureType    sType;
    const void*        pNext;
    uint32_t           waitSemaphoreCount;
    const VkSemaphore* pWaitSemaphores;
    const VkPipelineStageFlags* pWaitDstStageMask;
    uint32_t           commandBufferCount;
    const VkCommandBuffer* pCommandBuffers;
    uint32_t           signalSemaphoreCount;
    const VkSemaphore* pSignalSemaphores;
} VkSubmitInfo;
```

If the *waitSemaphoreCount* member of [VkSubmitInfo](#) is not zero, then *pWaitSemaphores* is a pointer to an array of *waitSemaphoreCount* [VkSemaphore](#) handles which will be waited on before any further work is performed by the queue.

After all semaphores specified in *pWaitSemaphores* (if any) have become signaled, the command buffers specified in *pCommandBuffers* are executed and those semaphores are again reset to the unsignaled state. *pCommandBuffers* is a pointer to an array of *commandBufferCount* [VkCommandBuffer](#) handles to the command buffers to execute. If *commandBufferCount* is zero then *pCommandBuffers* may be **NULL** and no work is performed on the queue as a result.

---

After all work specified in *pCommandBuffers* (if any) has completed, the semaphores specified in *pSignalSemaphores* are signaled. *pSignalSemaphores* is a pointer to an array of *signalSemaphoreCount* *VkSemaphore* handles. If *signalSemaphoreCount* is zero then *pSignalSemaphores* may be **NULL**.

*fence* is an optional handle to a fence which, if not **VK\_NULL\_HANDLE**, is signaled when execution of the all elements of *pCommandBuffers* in *pSubmits* is completed. If *submitCount* is zero, but *fence* is not **NULL**, the fence will still be submitted to the queue and will become signaled when all work previously submitted to the queue has completed.

An implementation may, at its option, choose to merge the submissions specified in *pSubmits*, but at least one submission is made to the queue and the work represented by *pSubmits* is guaranteed to complete in finite time.

**Valid Usage**

- *queue* must be a valid *VkQueue* handle
- If *submitCount* is not 0, *pSubmits* must be a pointer to an array of *submitCount* valid *VkSubmitInfo* structures
- If *fence* is not **VK\_NULL\_HANDLE**, *fence* must be a valid *VkFence* handle
- Each of *queue* and *fence* that are valid handles must have been created, allocated or retrieved from the same *VkDevice*
- If *fence* is not **VK\_NULL\_HANDLE**, *fence* must be unsignaled
- If *fence* is not **VK\_NULL\_HANDLE**, *fence* must not be associated with any other queue command that has not yet completed execution on that queue

**Host Synchronization**

- Host access to *queue* must be externally synchronized
- Host access to *pSubmits*[].*pWaitSemaphores*[] must be externally synchronized
- Host access to *pSubmits*[].*pSignalSemaphores*[] must be externally synchronized
- Host access to *fence* must be externally synchronized

**Command Properties**

Command Buffer Levels	Render Pass Scope	Supported Queue Types
-	-	Any

**Return Codes**

**Success**

- **VK\_SUCCESS**

**Failure**

- **VK\_ERROR\_OUT\_OF\_HOST\_MEMORY**
- **VK\_ERROR\_OUT\_OF\_DEVICE\_MEMORY**
- **VK\_ERROR\_DEVICE\_LOST**

**1.127.5 See Also**

[vkBeginCommandBuffer](#), [vkEndCommandBuffer](#), [vkCreateSemaphore](#)

## 1.128 vkQueueWaitIdle(3)

### 1.128.1 Name

vkQueueWaitIdle - Wait for a queue to become idle.

### 1.128.2 C Specification

```
VkResult vkQueueWaitIdle(  
    VkQueue  
    queue);
```

### 1.128.3 Parameters

*queue*

A handle to the queue that is to become idle.

### 1.128.4 Description

**vkQueueWaitIdle** waits for all work submitted to the specified queue to complete and for the queue to become idle. After the queue becomes idle, the following guarantees are made:

- Any command buffers previously submitted to the queue have completed execution.
- Any events set or reset by command buffers submitted to that queue will be in their new state.
- Any semaphores signaled by previous calls to [vkQueueSubmit](#) will have reached signaled state.

#### Valid Usage

- *queue* must be a valid VkQueue handle

#### Command Properties

Command Buffer Levels	Render Pass Scope	Supported Queue Types
-	-	Any

#### Return Codes

##### Success

- VK\_SUCCESS

##### Failure

- VK\_ERROR\_OUT\_OF\_HOST\_MEMORY
- VK\_ERROR\_OUT\_OF\_DEVICE\_MEMORY
- VK\_ERROR\_DEVICE\_LOST

### 1.128.5 See Also

[vkDeviceWaitIdle](#), [vkQueueSubmit](#)



## 1.129 vkResetCommandBuffer(3)

### 1.129.1 Name

vkResetCommandBuffer - Reset a command buffer.

### 1.129.2 C Specification

```
VkResult vkResetCommandBuffer(  
    VkCommandBuffer          commandBuffer,  
    VkCommandBufferResetFlags flags);
```

### 1.129.3 Parameters

***commandBuffer***

Command buffer to reset.

***flags***

Flags controlling the behavior of the Reset operation. For more details, see [VkCommandBufferResetFlags](#).

### 1.129.4 Description

**vkResetCommandBuffer** resets the command buffer specified in *commandBuffer* to a state where it can begin recording commands, i.e. it can be rebuilt by calling **vkBeginCommandBuffer**. Note that it is necessary to reset a command buffer which encountered an error during build before it can be reused.

If *flags* includes `VK_COMMAND_BUFFER_RESET_RELEASE_RESOURCES_BIT`, then most or all memory resources currently owned by the command buffer should be returned to the parent command pool. If this flag is not set, then the command buffer may hold onto memory resources and reuse them when recording commands.

#### Valid Usage

- *commandBuffer* must be a valid `VkCommandBuffer` handle
- *flags* must be a valid combination of [VkCommandBufferResetFlagBits](#) values
- *commandBuffer* must not currently be pending execution
- *commandBuffer* must have been allocated from a pool that was created with the `VK_COMMAND_POOL_CREATE_RESET_COMMAND_BUFFER_BIT`

#### Host Synchronization

- Host access to *commandBuffer* must be externally synchronized

#### Return Codes

##### Success

- `VK_SUCCESS`

##### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

---

#### 1.129.5 See Also

[vkBeginCommandBuffer](#), [vkEndCommandBuffer](#)

---

## 1.130 vkResetCommandPool(3)

### 1.130.1 Name

vkResetCommandPool - Reset a command pool.

### 1.130.2 C Specification

```
VkResult vkResetCommandPool(  
    VkDevice          device,  
    VkCommandPool     commandPool,  
    VkCommandPoolResetFlags flags);
```

### 1.130.3 Parameters

***device***

The device the command pool was created from.

***commandPool***

Command pool to reset.

***flags***

Flags controlling the behavior of the Reset operation. For more details, see [VkCmdPoolResetFlags](#).

### 1.130.4 Description

**vkResetCommandPool** resets the command pool specified in *commandPool* to a state that depends on the *flags*. If *flags* includes `VK_COMMAND_POOL_RESET_RELEASE_RESOURCES_BIT`, then the pool's memory is returned to the system. If `VK_COMMAND_POOL_RESET_RELEASE_RESOURCES_BIT` is not used, then the pool's memory is return to an "unallocated" state which command buffers can allocate from.

Resetting a pool implicitly resets all command buffers that were created from it, where resetting the command buffers is treated as if `VK_COMMAND_BUFFER_RESET_RELEASE_RESOURCES_BIT` were used.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- *commandPool* must be a valid `VkCommandPool` handle
- *flags* must be a valid combination of [VkCommandPoolResetFlagBits](#) values
- *commandPool* must have been created, allocated or retrieved from *device*
- Each of *device* and *commandPool* must have been created, allocated or retrieved from the same `VkPhysicalDevice`
- All `VkCommandBuffer` objects allocated from *commandPool* must not currently be pending execution

#### Host Synchronization

- Host access to *commandPool* must be externally synchronized

---

## Return Codes

### Success

- `VK_SUCCESS`

### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

## 1.130.5 See Also

[vkCreateCommandPool](#), [vkDestroyCommandPool](#)

---

## 1.131 vkResetDescriptorPool(3)

### 1.131.1 Name

vkResetDescriptorPool - Resets a descriptor pool object.

### 1.131.2 C Specification

```
VkResult vkResetDescriptorPool(  
    VkDevice device,  
    VkDescriptorPool descriptorPool,  
    VkDescriptorPoolResetFlags flags);
```

### 1.131.3 Parameters

#### *device*

Handle to the logical device which owns the descriptor pool object.

#### *descriptorPool*

Handle to the descriptor pool object which needs to be reset.

### 1.131.4 Description

**vkResetDescriptorPool** returns all descriptor sets allocated from *descriptorPool* to the pool. This returns the pool to its initial state. *device* must be the handle to the device that owns the pool.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- *descriptorPool* must be a valid `VkDescriptorPool` handle
- *flags* must be 0
- *descriptorPool* must have been created, allocated or retrieved from *device*
- Each of *device* and *descriptorPool* must have been created, allocated or retrieved from the same `VkPhysicalDevice`
- All uses of *descriptorPool* (via any allocated descriptor sets) must have completed execution

#### Host Synchronization

- Host access to *descriptorPool* must be externally synchronized
- Host access to any `VkDescriptorSet` objects allocated from *descriptorPool* must be externally synchronized

#### Return Codes

##### Success

- `VK_SUCCESS`

##### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

---

### 1.131.5 See Also

[vkCreateDescriptorPool](#), [vkAllocateDescriptorSets](#), [vkFreeDescriptorSets](#)

---

## 1.132 vkResetEvent(3)

### 1.132.1 Name

**vkResetEvent** - Reset an event to non-signaled state.

### 1.132.2 C Specification

```
VkResult vkResetEvent (
    VkDevice          device,
    VkEvent           event);
```

### 1.132.3 Parameters

***device***

Logical device which owns the event.

***event***

A handle to the event object to reset.

### 1.132.4 Description

**vkResetEvent** resets the event object specified by *event* to the non-signaled state.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- *event* must be a valid `VkEvent` handle
- *event* must have been created, allocated or retrieved from *device*
- Each of *device* and *event* must have been created, allocated or retrieved from the same `VkPhysicalDevice`
- *event* must not be waited on by a **vkCmdWaitEvents** command that is currently executing

#### Host Synchronization

- Host access to *event* must be externally synchronized

#### Return Codes

##### Success

- `VK_SUCCESS`

##### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

### 1.132.5 See Also

[vkSetEvent](#), [vkCreateEvent](#)

---

## 1.133 vkResetFences(3)

### 1.133.1 Name

vkResetFences - Resets one or more fence objects.

### 1.133.2 C Specification

```
VkResult vkResetFences(  
    VkDevice device,  
    uint32_t fenceCount,  
    const VkFence* pFences);
```

### 1.133.3 Parameters

***device***

Logical device which owns the specified fences.

***fenceCount***

Number of fences specified under *pFences*.

***pFences***

Fences to reset.

### 1.133.4 Description

**vkResetFences** resets the status of the *fenceCount* fences whose handles are passed in the *pFences* array to unsignaled.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- *pFences* must be a pointer to an array of *fenceCount* valid `VkFence` handles
- *fenceCount* must be greater than 0
- Each element of *pFences* must have been created, allocated or retrieved from *device*
- Each of *device* and the elements of *pFences* must have been created, allocated or retrieved from the same `VkPhysicalDevice`
- Any given element of *pFences* must not currently be associated with any queue command that has not yet completed execution on that queue

#### Host Synchronization

- Host access to each member of *pFences* must be externally synchronized
-



**Return Codes****Success**

- `VK_SUCCESS`

**Failure**

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

**1.133.5 See Also**

[vkCreateFence](#), [vkDestroyFence](#), [vkGetFenceStatus](#), [vkWaitForFences](#)

---

## 1.134 vkSetEvent(3)

### 1.134.1 Name

vkSetEvent - Set an event to signaled state.

### 1.134.2 C Specification

```
VkResult vkSetEvent(  
    VkDevice device,  
    VkEvent event);
```

### 1.134.3 Parameters

**device**

Logical device which owns the event.

**event**

Handle to the event object to signal.

### 1.134.4 Description

**vkSetEvent** sets the event object specified by *event* to signaled state. *event* must be an event object owned by *device*. Subsequent calls to [vkGetEventStatus](#) on *event* will return the new status. If any command buffers are currently executing on any queue on *device* and are waiting on the event specified by *event*, then they will be unblocked.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- *event* must be a valid `VkEvent` handle
- *event* must have been created, allocated or retrieved from *device*
- Each of *device* and *event* must have been created, allocated or retrieved from the same `VkPhysicalDevice`

#### Host Synchronization

- Host access to *event* must be externally synchronized

#### Return Codes

##### Success

- `VK_SUCCESS`

##### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`

### 1.134.5 See Also

[vkResetEvent](#), [vkGetEventStatus](#), [vkCmdSetEvent](#), [vkCmdWaitEvents](#)

---

## 1.135 vkUnmapMemory(3)

### 1.135.1 Name

vkUnmapMemory - Unmap a previously mapped memory object.

### 1.135.2 C Specification

```
void vkUnmapMemory(  
    VkDevice          device,  
    VkDeviceMemory    memory);
```

### 1.135.3 Parameters

***device***

Logical device which owns the memory object.

***memory***

A handle to the memory object to unmap.

### 1.135.4 Description

**vkUnmapMemory** unmaps the previously mapped memory object specified by *memory*.

#### Valid Usage

- *device* must be a valid VkDevice handle
- *memory* must be a valid VkDeviceMemory handle
- *memory* must have been created, allocated or retrieved from *device*
- Each of *device* and *memory* must have been created, allocated or retrieved from the same VkPhysicalDevice
- *memory* must currently be mapped

#### Host Synchronization

- Host access to *memory* must be externally synchronized

### 1.135.5 See Also

[vkMapMemory](#)

---

## 1.136 vkUpdateDescriptorSets(3)

### 1.136.1 Name

vkUpdateDescriptorSets - Update the contents of a descriptor set object.

### 1.136.2 C Specification

```
void vkUpdateDescriptorSets(
    VkDevice          device,
    uint32_t          descriptorWriteCount,
    const VkWriteDescriptorSet* pDescriptorWrites,
    uint32_t          descriptorCopyCount,
    const VkCopyDescriptorSet* pDescriptorCopies);
```

### 1.136.3 Parameters

***device***

A handle to the device on which to update descriptor sets.

***descriptorWriteCount***

Number of descriptor set write requests.

***pDescriptorWrites***

Pointer to an array of *descriptorWriteCount* number of [VkWriteDescriptorSet](#) structures each specifying the parameters of a descriptor write request to a descriptor set.

***descriptorCopyCount***

Number of descriptor set copy requests.

***pDescriptorCopies***

Pointer to an array of *descriptorCopyCount* number of [VkCopyDescriptorSet](#) structures each specifying the parameters of a descriptor copy request between two descriptor sets.

### 1.136.4 Description

**vkUpdateDescriptorSets** allows performing one or more descriptor set update operations.

There are two types of descriptor set update operations: descriptor write and descriptor copy requests.

Descriptor write requests allow writing descriptor data coming from buffer view, image view, and sampler objects to a range of descriptors within a destination descriptor set. Each descriptor write request is described by an instance of the [VkWriteDescriptorSet](#) structure. The definition of this structure is:

```
typedef struct VkWriteDescriptorSet {
    VkStructureType    sType;
    const void*        pNext;
    VkDescriptorSet     dstSet;
    uint32_t           dstBinding;
    uint32_t           dstArrayElement;
    uint32_t           descriptorCount;
    VkDescriptorType    descriptorType;
    const VkDescriptorImageInfo* pImageInfo;
    const VkDescriptorBufferInfo* pBufferInfo;
    const VkBufferView*  pTexelBufferView;
} VkWriteDescriptorSet;
```

---

Additionally, the structure contains a pointer to an array of *descriptorCount* data structures that specify the buffer view, image view, and/or sampler objects from where the descriptor data is sourced. The information about each of the descriptor updates is stored in up to three arrays, *pTexelBufferInfo*, which is an array of *VkBufferView* handles, and *pImageInfo* and *pBufferInfo*, which are arrays of *VkDescriptorImageInfo* and *VkDescriptorBufferInfo* structures, respectively. The definitions of these structures are as follows:

```
typedef struct VkDescriptorImageInfo {
    VkSampler          sampler;
    VkImageView        imageView;
    VkImageLayout      imageLayout;
} VkDescriptorImageInfo;
```

```
typedef struct VkDescriptorBufferInfo {
    VkBuffer           buffer;
    VkDeviceSize       offset;
    VkDeviceSize       range;
} VkDescriptorBufferInfo;
```

Which of the *pImageInfo*, *pBufferInfo* and *pTexelBufferView* arrays is used is determined from the value of *descriptorType*, as follows:

If *descriptorType* is *VK\_DESCRIPTOR\_TYPE\_UNIFORM\_BUFFER*, *VK\_DESCRIPTOR\_TYPE\_STORAGE\_BUFFER*, *VK\_DESCRIPTOR\_TYPE\_UNIFORM\_BUFFER\_DYNAMIC*, or *VK\_DESCRIPTOR\_TYPE\_STORAGE\_BUFFER\_DYNAMIC*, then the entries in *pBufferInfo* are used to update the descriptors and *pImageInfo* and *pTexelBufferInfo* parameters are ignored. For each entry of *pBufferInfo*, *buffer* specifies the handle of the buffer to bind to the descriptor set, and *offset* and *range* specify the starting offset and size of the range of the buffer to bind, respectively, in bytes.

For *VK\_DESCRIPTOR\_TYPE\_UNIFORM\_BUFFER\_DYNAMIC* and *VK\_DESCRIPTOR\_TYPE\_STORAGE\_BUFFER\_DYNAMIC* descriptor types, *offset* is the base offset from which the dynamic offset is applied and *range* is the static size used for all dynamic offsets.

If *descriptorType* is *VK\_DESCRIPTOR\_TYPE\_UNIFORM\_TEXEL\_BUFFER* or *VK\_DESCRIPTOR\_TYPE\_STORAGE\_TEXEL\_BUFFER*, then the *pTexelBufferView* array are used to update the descriptors, and the *pImageInfo* and *pBufferInfo* parameters are ignored.

If *descriptorType* is *VK\_DESCRIPTOR\_TYPE\_SAMPLER*, *VK\_DESCRIPTOR\_TYPE\_COMBINED\_IMAGE\_SAMPLER*, *VK\_DESCRIPTOR\_TYPE\_SAMPLED\_IMAGE*, *VK\_DESCRIPTOR\_TYPE\_STORAGE\_IMAGE*, or *VK\_DESCRIPTOR\_TYPE\_INPUT\_ATTACHMENT*, the members in *pImageInfo* array are used to update the descriptors and the *pBufferInfo* and *pTexelBufferInfo* members are ignored.

Within each element of the *pImageInfo* array, the *sampler* member is a handle to the sampler to bind and is used for descriptor types *VK\_DESCRIPTOR\_TYPE\_SAMPLER* and *VK\_DESCRIPTOR\_TYPE\_COMBINED\_IMAGE\_SAMPLER*. The *imageView* is the image view handle used for descriptor updates of type *VK\_DESCRIPTOR\_TYPE\_SAMPLED\_IMAGE*, *VK\_DESCRIPTOR\_TYPE\_STORAGE\_IMAGE*, *VK\_DESCRIPTOR\_TYPE\_COMBINED\_IMAGE\_SAMPLER*, and *VK\_DESCRIPTOR\_TYPE\_INPUT\_ATTACHMENT*. The *imageLayout* member specifies the layout of the image and is used with descriptor types *VK\_DESCRIPTOR\_TYPE\_SAMPLED\_IMAGE*, *VK\_DESCRIPTOR\_TYPE\_STORAGE\_IMAGE*, *VK\_DESCRIPTOR\_TYPE\_COMBINED\_IMAGE\_SAMPLER*, and *VK\_DESCRIPTOR\_TYPE\_INPUT\_ATTACHMENT*.

A single descriptor write request may only update a continuous range of descriptors of the same type though that range may cross binding boundaries. See [VkWriteDescriptorSet](#) for more information.

Descriptor copy requests allow copying a range of descriptors between a source and destination descriptor set. Each descriptor copy request is described by an instance of the *VkCopyDescriptorSet* structure, the definition of which is:

```
typedef struct VkCopyDescriptorSet {
    VkStructureType    sType;
    const void*        pNext;
    VkDescriptorSet     srcSet;
    uint32_t            srcBinding;
    uint32_t            srcArrayElement;
    VkDescriptorSet     dstSet;
    uint32_t            dstBinding;
```

---

```
    uint32_t          dstArrayElement;  
    uint32_t          descriptorCount;  
} VkCopyDescriptorSet;
```

This structure specifies the source and destination descriptor sets of the copy operation in the *srcSet* and *dstSet* members, respectively. The *srcBinding* and *srcArrayElement* members of the structure specify the first entry in the source descriptor set that should be copied; the *dstBinding* and *dstArrayElement* members specify the first entry in the destination descriptor set where the source descriptors should be copied to, while the *descriptorCount* member specifies the number of descriptors to copy. A single descriptor copy request may only copy between two continuous ranges of descriptors of the same type though both the source and destination ranges may cross binding boundaries. See [VkCopyDescriptorSet](#) for more information.

Attempting to update the contents of a descriptor set that is used by any command buffer that is pending execution may result in undefined behavior.

#### Valid Usage

- *device* must be a valid `VkDevice` handle
- If *descriptorWriteCount* is not 0, *pDescriptorWrites* must be a pointer to an array of *descriptorWriteCount* valid `VkWriteDescriptorSet` structures
- If *descriptorCopyCount* is not 0, *pDescriptorCopies* must be a pointer to an array of *descriptorCopyCount* valid `VkCopyDescriptorSet` structures

#### Host Synchronization

- Host access to *pDescriptorWrites*[].*dstSet* must be externally synchronized
- Host access to *pDescriptorCopies*[].*dstSet* must be externally synchronized

#### 1.136.5 See Also

[VkWriteDescriptorSet](#), [VkCopyDescriptorSet](#), [VkDescriptorBufferInfo](#), [VkDescriptorImageInfo](#)

---

## 1.137 vkWaitForFences(3)

### 1.137.1 Name

vkWaitForFences - Wait for one or more fences to become signaled.

### 1.137.2 C Specification

```
VkResult vkWaitForFences(  
    VkDevice          device,  
    uint32_t          fenceCount,  
    const VkFence*    pFences,  
    VkBool32          waitAll,  
    uint64_t          timeout);
```

### 1.137.3 Parameters

***device***

The device owning the fences to be waited upon.

***fenceCount***

The number of fences to wait on.

***pFences***

The address of an array of fences to wait on.

***waitAll***

If true, wait for all fences to become signaled. Otherwise, wait for at least one fence to become signaled.

***timeout***

Timeout, in nanoseconds, to wait for fences to become signaled.

### 1.137.4 Description

**vkWaitForFences** waits for one or more fences become signaled. *fenceCount* is the number of fences to wait on and *pFences* is a pointer to an array of *fenceCount* fences. If *waitAll* is **VK\_TRUE**, then **vkWaitForFences** waits for all fences in the array to become signaled, otherwise it will return when any fence in the array becomes signaled. If none of the fences are signaled before *timeout* nanoseconds elapses, then **vkWaitForFences** will return without any fence necessarily becoming signaled.

#### Valid Usage

- *device* must be a valid VkDevice handle
- *pFences* must be a pointer to an array of *fenceCount* valid VkFence handles
- *fenceCount* must be greater than 0
- Each element of *pFences* must have been created, allocated or retrieved from *device*
- Each of *device* and the elements of *pFences* must have been created, allocated or retrieved from the same VkPhysicalDevice

---

## Return Codes

### Success

- `VK_SUCCESS`
- `VK_TIMEOUT`

### Failure

- `VK_ERROR_OUT_OF_HOST_MEMORY`
- `VK_ERROR_OUT_OF_DEVICE_MEMORY`
- `VK_ERROR_DEVICE_LOST`

## 1.137.5 Return Value

Upon successful detection of a signaled fence, **`vkWaitForFences`** returns `VK_SUCCESS`. If *timeout* nanoseconds pass before any fence becomes signaled, **`vkWaitForFences`** returns `VK_TIMEOUT`. Upon failure, a descriptive error code is returned.

## 1.137.6 See Also

[vkCreateFence](#), [vkDestroyFence](#), [vkResetFences](#)

---



## 2 Enumerations

### 2.1 VkDescriptorType(3)

#### 2.1.1 Name

VkDescriptorType - Specifies the type of a descriptor in a descriptor set.

#### 2.1.2 C Specification

```
typedef enum VkDescriptorType {  
    VK_DESCRIPTOR_TYPE_SAMPLER = 0,  
    VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER = 1,  
    VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE = 2,  
    VK_DESCRIPTOR_TYPE_STORAGE_IMAGE = 3,  
    VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER = 4,  
    VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER = 5,  
    VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER = 6,  
    VK_DESCRIPTOR_TYPE_STORAGE_BUFFER = 7,  
    VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC = 8,  
    VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC = 9,  
    VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT = 10,  
} VkDescriptorType;
```

#### 2.1.3 Constants

##### **VK\_DESCRIPTOR\_TYPE\_SAMPLER**

Identifies a sampler descriptor which refers the state of a sampler object.

A descriptor of this type enables shaders to perform filtered sampling of any compatible image resource using the referenced sampler in conjunction with a corresponding sampled image descriptor.

##### **VK\_DESCRIPTOR\_TYPE\_COMBINED\_IMAGE\_SAMPLER**

Identifies a combined image sampler descriptor which refers the state of a sampler object and an image view object being in a compatible image layout.

A descriptor of this type enables shaders to perform filtered or unfiltered sampling of the referenced image view using the referenced sampler.

This descriptor type is compatible with image views having one of the following image layouts: `VK_IMAGE_LAYOUT_GENERAL`, `VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL`, or `VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL`.

This descriptor type is compatible with image views of image objects created with the `VK_IMAGE_USAGE_SAMPLED_BIT` usage flag.

##### **VK\_DESCRIPTOR\_TYPE\_SAMPLED\_IMAGE**

Identifies a sampled image descriptor which refers the state of an image view object being in a compatible image layout.

A descriptor of this type enables shaders to perform unfiltered sampling of the referenced image view, or can be used in conjunction with a sampler descriptor to perform filtered sampling of the referenced image view.

This descriptor type is compatible with image views in any of the following layouts: `VK_IMAGE_LAYOUT_GENERAL`, `VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL`, or `VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL`.

This descriptor type is compatible with image views of image objects created with the `VK_IMAGE_USAGE_SAMPLED_BIT` usage flag.

##### **VK\_DESCRIPTOR\_TYPE\_STORAGE\_IMAGE**

Identifies a storage image descriptor which refers the state of an image view object being in a compatible image layout.

A descriptor of this type enables shaders to perform loads, stores, and atomic operations on the referenced image view.

---

This descriptor type is compatible with image views in any of the following layouts: `VK_IMAGE_LAYOUT_GENERAL` or `VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL`. However, stores and atomic operations can only be performed on image views in the `VK_IMAGE_LAYOUT_GENERAL` layout.

This descriptor type is compatible with image views of image objects created with the `VK_IMAGE_USAGE_STORAGE_BIT` usage flag.

#### **`VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER`**

Identifies a uniform texel buffer descriptor which refers the state of a buffer view object.

A descriptor of this type enables shaders to perform reads of uniform texel data from the referenced buffer view.

#### **`VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER`**

Identifies a storage texel buffer descriptor which refers the state of a buffer view object.

A descriptor of this type enables shaders to perform loads, stores, and atomic operations on the texel data of the referenced buffer view.

#### **`VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER`**

Identifies a uniform buffer descriptor which refers the state of a buffer view object.

A descriptor of this type enables shaders to perform reads of uniform block data in the referenced buffer and offset.

#### **`VK_DESCRIPTOR_TYPE_STORAGE_BUFFER`**

Identifies a storage buffer descriptor which refers the state of a buffer view object.

A descriptor of this type enables shaders to perform loads, stores, and atomic operations of storage block data in the referenced buffer and offset.

#### **`VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC`**

Identifies a uniform buffer descriptor with dynamic offset support.

The only difference compared to `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER` is that descriptors of this type do not take their offset parameter from the buffer view's corresponding state, but instead allow the application to specify the offset value dynamically at the time the descriptor set containing the descriptor is bound using [vkCmdBindDescriptorSets](#).

#### **`VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC`**

Identifies a storage buffer descriptor with dynamic offset support.

The only difference compared to `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER` is that descriptors of this type do not take their offset parameter from the buffer view's corresponding state, but instead allow the application to specify the offset value dynamically at the time the descriptor set containing the descriptor is bound using [vkCmdBindDescriptorSets](#).

#### **`VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT`**

Identifies an input attachment descriptor which refers to the state of an attachment view object.

A descriptor of this type enables shaders to perform loads from images on the referenced attachment view.

This descriptor type is compatible with image views in any of the following layouts: `VK_IMAGE_LAYOUT_GENERAL` or `VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL`. This descriptor type is compatible with image views of image objects created with the `VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT` usage flag.

### **2.1.4 Description**

The constants of this enumeration are used to identify the type of the descriptors in various descriptor set and descriptor pool handling commands.

### **2.1.5 See Also**

[VkDescriptorSetLayoutBinding](#)

---

## 2.2 VkImageLayout(3)

### 2.2.1 Name

VkImageLayout - Specifies what layout an image object (or a sub-range of it) is in.

### 2.2.2 C Specification

```
typedef enum VkImageLayout {  
    VK_IMAGE_LAYOUT_UNDEFINED = 0,  
    VK_IMAGE_LAYOUT_GENERAL = 1,  
    VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL = 2,  
    VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL = 3,  
    VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL = 4,  
    VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL = 5,  
    VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL = 6,  
    VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL = 7,  
    VK_IMAGE_LAYOUT_PREINITIALIZED = 8,  
} VkImageLayout;
```

### 2.2.3 Constants

#### VK\_IMAGE\_LAYOUT\_UNDEFINED

The contents of images (or a sub-range of it) in this layout are undefined.

This is the layout all images are assumed to be in right after creation, or when their memory binding is changed.

Any operation performed on an image sub-range in this layout leaves the contents of it undefined. Applications need to transition an image sub-range to another layout before being able to perform any operations on it that should result in defined contents.

#### VK\_IMAGE\_LAYOUT\_GENERAL

An image (or a sub-range of it) in this layout allows all operations to be performed on the image sub-range that is otherwise permitted by the usage flags the image object was created with (see [VkImageUsageFlags](#) for more detail).

#### VK\_IMAGE\_LAYOUT\_COLOR\_ATTACHMENT\_OPTIMAL

An image (or a sub-range of it) in this layout can only be used as a framebuffer color attachment and as such can only be accessed through framebuffer color reads and writes resulting from the issuing of draw commands, **vkCmdClearAttachments**, and through clearing writes resulting from the use of the VK\_ATTACHMENT\_LOAD\_OP\_CLEAR framebuffer attachment load operation.

#### VK\_IMAGE\_LAYOUT\_DEPTH\_STENCIL\_ATTACHMENT\_OPTIMAL

An image (or a sub-range of it) in this layout can only be used as a framebuffer depth/stencil attachment and as such can only be accessed through framebuffer depth/stencil reads and writes resulting from the issuing of draw commands, **vkCmdClearAttachments**, and through clearing writes resulting from the use of the VK\_ATTACHMENT\_LOAD\_OP\_CLEAR framebuffer attachment load operation.

#### VK\_IMAGE\_LAYOUT\_DEPTH\_STENCIL\_READ\_ONLY\_OPTIMAL

An image (or a sub-range of it) in this layout can only be used as a read-only framebuffer depth/stencil attachment and as such can only be accessed through framebuffer depth/stencil reads resulting from the issuing of draw commands, and through shader reads done via a sampled image descriptor, combined image sampler descriptor, or read-only storage image descriptor (see [VkDescriptorType](#) for more detail).

#### VK\_IMAGE\_LAYOUT\_SHADER\_READ\_ONLY\_OPTIMAL

An image (or a sub-range of it) in this layout can only be used as a read-only shader resource and as such can only be accessed by shader reads done via a sampled image descriptor, combined image sampler descriptor, or read-only storage image descriptor (see [VkDescriptorType](#) for more detail).

---

### **VK\_IMAGE\_LAYOUT\_TRANSFER\_SRC\_OPTIMAL**

An image (or a sub-range of it) in this layout can only be used as the source operand of the commands [vkCmdCopyImage](#), [vkCmdBlitImage](#), [vkCmdCopyImageToBuffer](#), and [vkCmdResolveImage](#).

### **VK\_IMAGE\_LAYOUT\_TRANSFER\_DST\_OPTIMAL**

An image (or a sub-range of it) in this layout can only be used as the destination operand of the commands [vkCmdCopyImage](#), [vkCmdBlitImage](#), [vkCmdCopyBufferToImage](#), [vkCmdResolveImage](#), [vkCmdClearColorImage](#), and [vkCmdClearDepthStencilImage](#).

## **2.2.4 Description**

The constants of this enumeration are used to identify the layout an image object (or a sub-range of it) is expected to be in at any given time, or used to specify the destination layout an image sub-range should be transitioned to as the result of an image memory barrier (see [VkImageMemoryBarrier](#) for more details).

Performing any operation on an image sub-range that isn't permitted by the layout the image sub-range is currently in is undefined.

If any operation tries to read from an image sub-range that isn't in the expected image layout results in undefined data to be returned as the result of the read.

If any operation tries to write to or perform an atomic operation on an image sub-range that isn't in the expected image layout results in the contents of the whole image to become undefined, i.e. the whole image is logically transitioned to the `VK_IMAGE_LAYOUT_UNDEFINED` layout.

## **2.2.5 See Also**

[VkImageMemoryBarrier](#)

---

## 2.3 VkImageType(3)

### 2.3.1 Name

VkImageType - Specifies the type of an image object.

### 2.3.2 C Specification

```
typedef enum VkImageType {  
    VK_IMAGE_TYPE_1D = 0,  
    VK_IMAGE_TYPE_2D = 1,  
    VK_IMAGE_TYPE_3D = 2,  
} VkImageType;
```

### 2.3.3 Constants

#### **VK\_IMAGE\_TYPE\_1D**

One-dimensional image type.

#### **VK\_IMAGE\_TYPE\_2D**

Two-dimensional image type.

#### **VK\_IMAGE\_TYPE\_3D**

Three-dimensional image type.

### 2.3.4 Description

The constants of this enumeration are used to specify the type of an image object created using the [vkCreateImage](#) command.

### 2.3.5 See Also

[VkImageCreateInfo](#), [vkCreateImage](#)

---

## 2.4 VkImageViewType(3)

### 2.4.1 Name

VkImageViewType - Specifies the type of an image view object.

### 2.4.2 C Specification

```
typedef enum VkImageViewType {  
    VK_IMAGE_VIEW_TYPE_1D = 0,  
    VK_IMAGE_VIEW_TYPE_2D = 1,  
    VK_IMAGE_VIEW_TYPE_3D = 2,  
    VK_IMAGE_VIEW_TYPE_CUBE = 3,  
    VK_IMAGE_VIEW_TYPE_1D_ARRAY = 4,  
    VK_IMAGE_VIEW_TYPE_2D_ARRAY = 5,  
    VK_IMAGE_VIEW_TYPE_CUBE_ARRAY = 6,  
} VkImageViewType;
```

### 2.4.3 Constants

#### VK\_IMAGE\_VIEW\_TYPE\_1D

One-dimensional image view type.

Image views of this type can only be created from image objects of type VK\_IMAGE\_TYPE\_1D.

#### VK\_IMAGE\_VIEW\_TYPE\_2D

Two-dimensional image view type.

Image views of this type can only be created from image objects of type VK\_IMAGE\_TYPE\_2D.

#### VK\_IMAGE\_VIEW\_TYPE\_3D

Three-dimensional image view type.

Image views of this type can only be created from image objects of type VK\_IMAGE\_TYPE\_3D.

#### VK\_IMAGE\_VIEW\_TYPE\_CUBE

Cube image view type.

Image views of this type can only be created from image objects of type VK\_IMAGE\_TYPE\_2D that were created using the VK\_IMAGE\_CREATE\_CUBE\_COMPATIBLE\_BIT creation flag.

#### VK\_IMAGE\_VIEW\_TYPE\_1D\_ARRAY

One-dimensional array image view type.

Image views of this type can only be created from image objects of type VK\_IMAGE\_TYPE\_1D.

#### VK\_IMAGE\_VIEW\_TYPE\_2D\_ARRAY

Two-dimensional array image view type.

Image views of this type can only be created from image objects of type VK\_IMAGE\_TYPE\_2D.

#### VK\_IMAGE\_VIEW\_TYPE\_CUBE\_ARRAY

Cube image array view type.

Image views of this type can only be created from image objects of type VK\_IMAGE\_TYPE\_2D that were created using the VK\_IMAGE\_CREATE\_CUBE\_COMPATIBLE\_BIT creation flag.

### 2.4.4 Description

The constants of this enumeration are used to specify the type of an image view object created using the [vkCreateImageView](#) command.

### 2.4.5 See Also

[VkImageViewCreateInfo](#), [vkCreateImageView](#)

---

## 2.5 VkSharingMode(3)

### 2.5.1 Name

VkSharingMode - Specifies the mode of resource sharing.

### 2.5.2 C Specification

```
typedef enum VkSharingMode {  
    VK_SHARING_MODE_EXCLUSIVE = 0,  
    VK_SHARING_MODE_CONCURRENT = 1,  
} VkSharingMode;
```

### 2.5.3 Constants

#### VK\_SHARING\_MODE\_EXCLUSIVE

Objects created using this sharing mode can only be accessed by queues of the same queue family at any given time.

#### VK\_SHARING\_MODE\_CONCURRENT

Objects created using this sharing mode can be accessed by queues from different queue families simultaneously.

### 2.5.4 Description

The constants of this enumeration are used to specify the intended resource sharing mode used by a buffer or image object.

Buffers and images created using `VK_SHARING_MODE_EXCLUSIVE` can only be accessed by queues of the same queue family at any given time. Before being able to access the object using a queue from a different queue family the application has to transfer exclusive ownership of the object between the source and destination queue families. In order to do that the application has to perform the following operations:

1. Release exclusive ownership from the source queue family to the destination queue family.
2. Use semaphores to ensure proper execution control for the ownership transfer.
3. Acquire exclusive ownership for the destination queue family from the source queue family.

To release exclusive ownership the application should execute an image memory barrier (see [VkImageMemoryBarrier](#)) on a queue from the source queue family where it must set the `srcQueueFamilyIndex` parameter of the barrier to the source queue family's index, and the `dstQueueFamilyIndex` parameter of the barrier to the destination queue family's index.

To acquire exclusive ownership the application should execute the same image memory barrier on a queue from the destination queue family.

Buffers and images created using `VK_SHARING_MODE_CONCURRENT` can be simultaneously accessed by queues from different queue families. Accesses of buffers and images created using this sharing mode may have lower performance characteristics.

### 2.5.5 See Also

[VkImageCreateInfo](#), [VkBufferCreateInfo](#)

---

## 3 Flags

### 3.1 VkBufferCreateFlags(3)

#### 3.1.1 Name

VkBufferCreateFlags - Buffer object creation flags.

#### 3.1.2 C Specification

```
typedef enum VkBufferCreateFlagBits {  
    VK_BUFFER_CREATE_SPARSE_BINDING_BIT = 0x00000001,  
    VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT = 0x00000002,  
    VK_BUFFER_CREATE_SPARSE_ALIASED_BIT = 0x00000004,  
} VkBufferCreateFlagBits;
```

```
typedef VkFlags VkBufferCreateFlags;
```

#### 3.1.3 Constants

##### **VK\_BUFFER\_CREATE\_SPARSE\_BINDING\_BIT**

Buffer objects created with this flag allow their contents to be backed by sparse memory allocations using [vkQueueBindSparse](#).

##### **VK\_BUFFER\_CREATE\_SPARSE\_RESIDENCY\_BIT**

Buffer objects created with this flag allow their contents to be backed by a partially resident sparse memory allocation.

##### **VK\_BUFFER\_CREATE\_SPARSE\_ALIASED\_BIT**

Buffer objects created with this flag allow their contents to be backed by a sparse memory allocation that might also simultaneously be backing another buffer (or another portion of the buffer).

#### 3.1.4 Description

These flags are used in the [VkBufferCreateInfo](#) structure passed as parameter to [vkCreateBuffer](#) to define the properties of the created buffer object.

#### 3.1.5 See Also

[VkBufferCreateInfo](#), [vkCreateBuffer](#)

---



## 3.2 VkBufferUsageFlags(3)

### 3.2.1 Name

VkBufferUsageFlags - Buffer object usage flags.

### 3.2.2 C Specification

```
typedef VkFlags VkBufferUsageFlags;
```

### 3.2.3 Constants

#### **VK\_BUFFER\_USAGE\_TRANSFER\_SRC\_BIT**

The buffer can be used as the source operand of transfer operations ([vkCmdCopyBuffer](#), [vkCmdCopyBufferToImage](#)).

#### **VK\_BUFFER\_USAGE\_TRANSFER\_DST\_BIT**

The buffer can be used as the destination operand of transfer operations ([vkCmdCopyBuffer](#), [vkCmdCopyImageToBuffer](#), [vkCmdUpdateBuffer](#), [vkCmdFillBuffer](#), [vkCmdWriteTimestamp](#), [vkCmdCopyQueryPoolResults](#)).

#### **VK\_BUFFER\_USAGE\_UNIFORM\_TEXEL\_BUFFER\_BIT**

The buffer supports reads via uniform texel buffer descriptors.

#### **VK\_BUFFER\_USAGE\_STORAGE\_TEXEL\_BUFFER\_BIT**

The buffer supports loads, stores, and atomic operations via storage texel buffer descriptors.

#### **VK\_BUFFER\_USAGE\_UNIFORM\_BUFFER\_BIT**

The buffer supports reads via uniform buffer descriptors.

#### **VK\_BUFFER\_USAGE\_STORAGE\_BUFFER\_BIT**

The buffer supports loads, stores, and atomic operations via storage buffer descriptors.

#### **VK\_BUFFER\_USAGE\_INDEX\_BUFFER\_BIT**

The buffer can be bound as an index buffer using the [vkCmdBindIndexBuffer](#) command.

#### **VK\_BUFFER\_USAGE\_VERTEX\_BUFFER\_BIT**

The buffer can be bound as a vertex buffer using the [vkCmdBindVertexBuffers](#) command.

#### **VK\_BUFFER\_USAGE\_INDIRECT\_BUFFER\_BIT**

The buffer can be used as the source of indirect commands ([vkCmdDrawIndirect](#), [vkCmdDrawIndexedIndirect](#), [vkCmdDispatchIndirect](#)).

### 3.2.4 Description

These flags are used in the [VkBufferCreateInfo](#) structure passed as parameter to [vkCreateBuffer](#) to define the intended use of the created buffer. Trying to use the buffer for any other purpose than those requested at creation time may result in undefined behavior.

### 3.2.5 See Also

[VkBufferCreateInfo](#), [vkCreateBuffer](#)

---

### 3.3 VkFormatFeatureFlags(3)

#### 3.3.1 Name

VkFormatFeatureFlags - Capability flags of a particular format.

#### 3.3.2 C Specification

```
typedef VkFlags VkFormatFeatureFlags;
```

#### 3.3.3 Constants

##### VK\_FORMAT\_FEATURE\_SAMPLED\_IMAGE\_BIT

Image views having this format support filtered and/or unfiltered sampling via sampled image and combined image sampler descriptors.

##### VK\_FORMAT\_FEATURE\_STORAGE\_IMAGE\_BIT

Image views having this format support loads and stores via storage image descriptors.

##### VK\_FORMAT\_FEATURE\_STORAGE\_IMAGE\_ATOMIC\_BIT

Image views having this format support atomic operations via storage image descriptors.

##### VK\_FORMAT\_FEATURE\_UNIFORM\_TEXEL\_BUFFER\_BIT

Buffer views having this format support uniform reads via uniform texel buffer descriptors.

##### VK\_FORMAT\_FEATURE\_STORAGE\_TEXEL\_BUFFER\_BIT

Buffer views having this format support loads and stores via storage texel buffer descriptors.

##### VK\_FORMAT\_FEATURE\_STORAGE\_TEXEL\_BUFFER\_ATOMIC\_BIT

Buffer views having this format support atomic operations via storage texel buffer descriptors.

##### VK\_FORMAT\_FEATURE\_VERTEX\_BUFFER\_BIT

Indicates that the format is supported for vertex attributes.

##### VK\_FORMAT\_FEATURE\_COLOR\_ATTACHMENT\_BIT

Indicates that the format is supported for color attachment views and thus can be used as framebuffer color attachment format.

##### VK\_FORMAT\_FEATURE\_COLOR\_ATTACHMENT\_BLEND\_BIT

Framebuffer color attachments having this format also support blending.

If this flag is present then VK\_FORMAT\_FEATURE\_COLOR\_ATTACHMENT\_BIT is also present.

##### VK\_FORMAT\_FEATURE\_DEPTH\_STENCIL\_ATTACHMENT\_BIT

Indicates that the format is supported for depth/stencil views and thus can be used as framebuffer depth/stencil attachment format.

##### VK\_FORMAT\_FEATURE\_BLIT\_SRC\_BIT

Format can be used as the source image of blits with [vkCmdBlitImage](#)

##### VK\_FORMAT\_FEATURE\_BLIT\_DST\_BIT

Format can be used as the destination image of blits with [vkCmdBlitImage](#)

#### 3.3.4 Description

These flags are used in the [VkFormatProperties](#) structure that is returned by [vkGetPhysicalDeviceFormatProperties](#).

#### 3.3.5 See Also

[VkFormatProperties](#), [vkGetPhysicalDeviceFormatProperties](#)

---

## 3.4 VkImageCreateFlags(3)

### 3.4.1 Name

VkImageCreateFlags - Image object creation flags.

### 3.4.2 C Specification

```
typedef enum VkImageCreateFlagBits {  
    VK_IMAGE_CREATE_SPARSE_BINDING_BIT = 0x00000001,  
    VK_IMAGE_CREATE_SPARSE_RESIDENCY_BIT = 0x00000002,  
    VK_IMAGE_CREATE_SPARSE_ALIASED_BIT = 0x00000004,  
    VK_IMAGE_CREATE_MUTABLE_FORMAT_BIT = 0x00000008,  
    VK_IMAGE_CREATE_CUBE_COMPATIBLE_BIT = 0x00000010,  
} VkImageCreateFlagBits;
```

```
typedef VkFlags VkImageCreateFlags;
```

### 3.4.3 Constants

#### VK\_IMAGE\_CREATE\_SPARSE\_BINDING\_BIT

Image objects created with this flag allow their contents to be backed by sparse memory allocations using [vkQueueBindSparse](#).

#### VK\_IMAGE\_CREATE\_SPARSE\_RESIDENCY\_BIT

Image objects created with this flag allow their contents to be backed by a partially resident sparse memory allocation.

#### VK\_IMAGE\_CREATE\_SPARSE\_ALIASED\_BIT

Image objects created with this flag allow their contents to be backed by a sparse memory allocation that might also simultaneously be backing another image (or another portion of the image).

#### VK\_IMAGE\_CREATE\_MUTABLE\_FORMAT\_BIT

Image objects created with this flag allow image view objects created from them to override the format of the image to any compatible format. Otherwise image view objects created from the image must match the format of the image object.

#### VK\_IMAGE\_CREATE\_CUBE\_COMPATIBLE\_BIT

Image objects created with this flag allow image view objects of type `VK_IMAGE_VIEW_TYPE_CUBE` to be created from. This flag is only allowed to be used if the image object's type is `VK_IMAGE_TYPE_2D`.

### 3.4.4 Description

These flags are used in the [VkImageCreateInfo](#) structure passed as parameter to [vkCreateImage](#) to define the properties of the created image object.

### 3.4.5 See Also

[VkImageCreateInfo](#), [vkCreateImage](#)

---

## 3.5 VkImageUsageFlags(3)

### 3.5.1 Name

VkImageUsageFlags - Image object usage flags.

### 3.5.2 C Specification

```
typedef enum VkImageUsageFlagBits {  
    VK_IMAGE_USAGE_TRANSFER_SRC_BIT = 0x00000001,  
    VK_IMAGE_USAGE_TRANSFER_DST_BIT = 0x00000002,  
    VK_IMAGE_USAGE_SAMPLED_BIT = 0x00000004,  
    VK_IMAGE_USAGE_STORAGE_BIT = 0x00000008,  
    VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT = 0x00000010,  
    VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT = 0x00000020,  
    VK_IMAGE_USAGE_TRANSIENT_ATTACHMENT_BIT = 0x00000040,  
    VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT = 0x00000080,  
} VkImageUsageFlagBits;
```

```
typedef VkFlags VkImageUsageFlags;
```

### 3.5.3 Constants

#### **VK\_IMAGE\_USAGE\_TRANSFER\_SRC\_BIT**

The image can be used as the source operand of transfer operations ([vkCmdCopyImage](#), [vkCmdBlitImage](#), [vkCmdCopyImageToBuffer](#), [vkCmdResolveImage](#)).

#### **VK\_IMAGE\_USAGE\_TRANSFER\_DST\_BIT**

The image can be used as the destination operand of transfer operations ([vkCmdCopyImage](#), [vkCmdBlitImage](#), [vkCmdCopyBufferToImage](#), [vkCmdClearColorImage](#), [vkCmdClearDepthStencilImage](#), [vkCmdResolveImage](#)).

#### **VK\_IMAGE\_USAGE\_SAMPLED\_BIT**

The image supports filtered and/or unfiltered sampling via sampled image and combined image sampler descriptors.

#### **VK\_IMAGE\_USAGE\_STORAGE\_BIT**

The image supports loads, stores, and atomic operations via storage image descriptors.

#### **VK\_IMAGE\_USAGE\_COLOR\_ATTACHMENT\_BIT**

The image can be used as a framebuffer color attachment.

A framebuffer can only use an attachment view as a color attachment if the view's image was created with this usage flag.

#### **VK\_IMAGE\_USAGE\_DEPTH\_STENCIL\_ATTACHMENT\_BIT**

The image can be used as a framebuffer depth/stencil attachment.

A framebuffer can only use an attachment view as a depth/stencil attachment if the view's image was created with this usage flag.

#### **VK\_IMAGE\_USAGE\_TRANSIENT\_ATTACHMENT\_BIT**

The contents of images created with this usage flag are only maintained within a render pass.

#### **VK\_IMAGE\_USAGE\_INPUT\_ATTACHMENT\_BIT**

The image can be used as a framebuffer input attachment.

---

### 3.5.4 Description

These flags are used in the [VkImageCreateInfo](#) structure passed as parameter to [vkCreateImage](#) to define the intended use of the created image. Trying to use the image for any other purpose than those requested at creation time may result in undefined behavior.

`VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT` and `VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT` are exclusive. No image can be created with both of these flags being set.

`VK_IMAGE_USAGE_TRANSIENT_ATTACHMENT_BIT` can only be used together with either the `VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT`, the `VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT`, or the `VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT` flags.

### 3.5.5 See Also

[VkImageCreateInfo](#), [vkCreateImage](#)

---

---

## 3.6 VkMemoryPropertyFlags(3)

### 3.6.1 Name

VkMemoryPropertyFlags - Memory pool properties.

### 3.6.2 C Specification

```
typedef enum VkMemoryPropertyFlagBits {  
    VK_MEMORY_PROPERTY_DEVICE_LOCAL_BIT = 0x00000001,  
    VK_MEMORY_PROPERTY_HOST_VISIBLE_BIT = 0x00000002,  
    VK_MEMORY_PROPERTY_HOST_COHERENT_BIT = 0x00000004,  
    VK_MEMORY_PROPERTY_HOST_CACHED_BIT = 0x00000008,  
    VK_MEMORY_PROPERTY_LAZILY_ALLOCATED_BIT = 0x00000010,  
} VkMemoryPropertyFlagBits;
```

```
typedef VkFlags VkMemoryPropertyFlags;
```

### 3.6.3 Constants

#### **VK\_MEMORY\_PROPERTY\_DEVICE\_LOCAL\_BIT**

Identifies a memory pool that is the most efficient for device access.

#### **VK\_MEMORY\_PROPERTY\_HOST\_VISIBLE\_BIT**

Identifies a memory pool that can be mapped into host memory address space and thus is accessible by the host.

#### **VK\_MEMORY\_PROPERTY\_HOST\_COHERENT\_BIT**

Identifies a memory pool where accesses between the host and the coherency domain are coherent. Memory without this property requires explicit use of [vkFlushMappedMemoryRanges](#) after host writes to this type of memory, and use of [vkInvalidateMappedMemoryRanges](#) before host reads from that memory.

#### **VK\_MEMORY\_PROPERTY\_HOST\_CACHED\_BIT**

Identifies memory that is cached by the host.

#### **VK\_MEMORY\_PROPERTY\_LAZILY\_ALLOCATED\_BIT**

Identifies memory where an object's backing may be provided lazily (when needed) by the implementation.

### 3.6.4 Description

These flags are used in the [VkMemoryAllocateInfo](#) structure passed as parameter to [vkAllocateMemory](#) to define the properties of the memory pool the memory object should be allocated from.

Additionally, when querying the memory requirements of objects using [vkGetBufferMemoryRequirements](#) or [vkGetImageMemoryRequirements](#), the *memoryTypeBits* member returned in the [VkMemoryRequirements](#) structure takes its values from these set of flags.

### 3.6.5 See Also

[VkMemoryAllocateInfo](#), [vkAllocateMemory](#), [VkMemoryRequirements](#)

---

## 3.7 VkPipelineStageFlags(3)

### 3.7.1 Name

VkPipelineStageFlags - Pipeline stage identifiers.

### 3.7.2 C Specification

```
typedef enum VkPipelineStageFlagBits {
    VK_PIPELINE_STAGE_TOP_OF_PIPE_BIT = 0x00000001,
    VK_PIPELINE_STAGE_DRAW_INDIRECT_BIT = 0x00000002,
    VK_PIPELINE_STAGE_VERTEX_INPUT_BIT = 0x00000004,
    VK_PIPELINE_STAGE_VERTEX_SHADER_BIT = 0x00000008,
    VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT = 0x00000010,
    VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT = 0x00000020,
    VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT = 0x00000040,
    VK_PIPELINE_STAGE_FRAGMENT_SHADER_BIT = 0x00000080,
    VK_PIPELINE_STAGE_EARLY_FRAGMENT_TESTS_BIT = 0x00000100,
    VK_PIPELINE_STAGE_LATE_FRAGMENT_TESTS_BIT = 0x00000200,
    VK_PIPELINE_STAGE_COLOR_ATTACHMENT_OUTPUT_BIT = 0x00000400,
    VK_PIPELINE_STAGE_COMPUTE_SHADER_BIT = 0x00000800,
    VK_PIPELINE_STAGE_TRANSFER_BIT = 0x00001000,
    VK_PIPELINE_STAGE_BOTTOM_OF_PIPE_BIT = 0x00002000,
    VK_PIPELINE_STAGE_HOST_BIT = 0x00004000,
    VK_PIPELINE_STAGE_ALL_GRAPHICS_BIT = 0x00008000,
    VK_PIPELINE_STAGE_ALL_COMMANDS_BIT = 0x00010000,
} VkPipelineStageFlagBits;
```

### 3.7.3 Constants

#### **VK\_PIPELINE\_STAGE\_TOP\_OF\_PIPE\_BIT**

Stage of the pipeline where commands are initially received by the queue.

#### **VK\_PIPELINE\_STAGE\_DRAW\_INDIRECT\_BIT**

Stage of the pipeline where Draw/DispatchIndirect data structures are consumed.

#### **VK\_PIPELINE\_STAGE\_VERTEX\_INPUT\_BIT**

Stage of the pipeline where vertex and index buffers are consumed.

#### **VK\_PIPELINE\_STAGE\_VERTEX\_SHADER\_BIT**

Vertex shader stage.

#### **VK\_PIPELINE\_STAGE\_TESSELLATION\_CONTROL\_SHADER\_BIT**

Tessellation control shader stage.

#### **VK\_PIPELINE\_STAGE\_TESSELLATION\_EVALUATION\_SHADER\_BIT**

Tessellation evaluation shader stage.

#### **VK\_PIPELINE\_STAGE\_GEOMETRY\_SHADER\_BIT**

Geometry shader stage.

#### **VK\_PIPELINE\_STAGE\_FRAGMENT\_SHADER\_BIT**

Fragment shader stage.

#### **VK\_PIPELINE\_STAGE\_EARLY\_FRAGMENT\_TESTS\_BIT**

Stage of the pipeline where early fragment tests (depth/stencil test before fragment shading) are performed.

#### **VK\_PIPELINE\_STAGE\_LATE\_FRAGMENT\_TESTS\_BIT**

Stage of the pipeline where late fragment tests (depth/stencil test after fragment shading) are performed.

---

#### **VK\_PIPELINE\_STAGE\_COLOR\_ATTACHMENT\_OUTPUT\_BIT**

Stage of the pipeline after blending where the final color values are output from the pipeline. Note that this does not necessarily indicate that the values have been committed to memory.

#### **VK\_PIPELINE\_STAGE\_TRANSFER\_BIT**

Execution of copy commands. This includes the operations resulting from all transfer commands, e.g. **vkCmdCopyImage**, **vkCmdCopyBuffer**, **vkCmdBlitImage**, **vkCmdResolveImage**, **vkCmdClearColorImage**, etc.

#### **VK\_PIPELINE\_STAGE\_HOST\_BIT**

Indicates execution on the Host of reads/writes of device memory.

### **3.7.4 Description**

The pipeline stages are used to describe which operations must be synchronized for the purposes of execution dependencies in pipeline barriers, event signal/wait, and subpass dependencies. Many of the bits describe stages of the graphics pipeline, but there are also pseudo-stages for compute work, copy commands, and CPU production/consumption of data.

For the commands **vkCmdSetEvent** and **vkCmdResetEvent** the event object is set and reset, respectively, after the specified pipeline stages have completed executing prior commands. Some implementations may not be able to signal at as fine a grain as the bits in the bitfield, in which case the signaling may occur after additional stages have completed executing prior commands.

For the command **vkCmdWaitEvents**, the *srcStageMask* should be a bitwise OR of all *stageMasks* used to signal the events, as described above. If some events were signaled with **vkSetEvent**, then this should include VK\_PIPELINE\_STAGE\_HOST\_BIT. *dstStageMask* indicates the set of pipeline stages that should not begin executing subsequent commands until the events are signaled. Some implementations may not be able to wait at as fine a grain as the bits in the bitfield, in which case the waiting may occur at an earlier stage in the pipeline.

For the command **vkCmdPipelineBarrier**, writes as described by *outputMask* that were written by pipeline stages in *srcStageMask* prior to the barrier are made visible to reads as described by *inputMask* in pipeline stages in *dstStageMask* subsequent to the barrier.

VK\_PIPELINE\_STAGE\_HOST\_BIT cannot be used for **vkCmdSetEvent**, **vkCmdResetEvent**, or **vkCmdPipelineBarrier**.

### **3.7.5 See Also**

**vkCmdSetEvent**, **vkCmdResetEvent**, **vkCmdWaitEvents**, **vkCmdPipelineBarrier**

---



## 3.8 VkQueryControlFlags(3)

### 3.8.1 Name

VkQueryControlFlags - Query control flags.

### 3.8.2 C Specification

```
typedef VkFlags VkQueryControlFlags;
```

### 3.8.3 Constants

#### VK\_QUERY\_CONTROL\_PRECISE\_BIT

When this flag is used the query must collect precise results. Without this flag the actual result of occlusion queries may be less than the result of the same query when using this flag.

### 3.8.4 Description

These flags are used to control the behavior of queries started with the [vkCmdBeginQuery](#) command.

### 3.8.5 See Also

[vkCmdBeginQuery](#)

---

---

## 3.9 VkQueryResultFlags(3)

### 3.9.1 Name

VkQueryResultFlags - Query result flags.

### 3.9.2 C Specification

```
typedef VkFlags VkQueryResultFlags;
```

### 3.9.3 Constants

#### VK\_QUERY\_RESULT\_32\_BIT

When this flag is used the results of the queries are written to the destination buffer as one or more 32-bit values.

#### VK\_QUERY\_RESULT\_64\_BIT

When this flag is used the results of the queries are written to the destination buffer as one or more 64-bit values.

#### VK\_QUERY\_RESULT\_NO\_WAIT\_BIT

When this flag is used the results of the queries aren't waited on before proceeding with the result copy.

#### VK\_QUERY\_RESULT\_WAIT\_BIT

When this flag is used the results of the queries are waited on before proceeding with the result copy.

#### VK\_QUERY\_RESULT\_WITH\_AVAILABILITY\_BIT

When this flag is used the availability of the results is also written to the destination buffer as a separate value after the actual results. If the results of the query were available at the time of the result copy the integer value 1 is written, otherwise the integer value 0 is written to the destination buffer.

#### VK\_QUERY\_RESULT\_PARTIAL\_BIT

When this flag is used the partial results of the queries are written to the destination buffer even if the final results aren't available. If this flag isn't used then the locations in the destination buffer corresponding to result values of queries whose result isn't available at the time of the result copy will be left untouched.

### 3.9.4 Description

These flags are used to control the behavior of the query result copy commands [vkGetQueryPoolResults](#) and [vkCmdCopyQueryPoolResults](#).

### 3.9.5 See Also

[vkGetQueryPoolResults](#), [vkCmdCopyQueryPoolResults](#)

---

## 3.10 VkQueueFlags(3)

### 3.10.1 Name

VkQueueFlags - Queue capability flags.

### 3.10.2 C Specification

```
typedef VkFlags VkQueueFlags;
```

### 3.10.3 Constants

#### **VK\_QUEUE\_GRAPHICS\_BIT**

Queues which have this capability flag support graphics operations. These operations include support using a graphics pipeline and issuing draw commands.

#### **VK\_QUEUE\_COMPUTE\_BIT**

Queues which have this capability flag support compute operations. These operations include support using a compute pipeline and issuing dispatch commands.

#### **VK\_QUEUE\_TRANSFER\_BIT**

Queues which have this capability flag support transfer operations. These operations include all of the copy commands.

#### **VK\_QUEUE\_SPARSE\_BINDING\_BIT**

Queues which have this capability flag support memory management operations. These operations are affected by calling [vkQueueBindSparse](#).

### 3.10.4 Description

These flags are returned in the [VkQueueFamilyProperties](#) structure together with other capabilities of a queue from a particular queue family as result of calling [vkGetPhysicalDeviceQueueFamilyProperties](#).

### 3.10.5 See Also

[VkQueueFamilyProperties](#), [vkGetPhysicalDeviceQueueFamilyProperties](#)

---

## 4 Structures

### 4.1 VkAllocationCallbacks(3)

#### 4.1.1 Name

VkAllocationCallbacks - Structure containing callback function pointers for memory allocation.

#### 4.1.2 C Specification

```
typedef struct VkAllocationCallbacks {  
    void*                pUserData;  
    PFN_vkAllocationFunction    pfnAllocation;  
    PFN_vkReallocationFunction  pfnReallocation;  
    PFN_vkFreeFunction         pfnFree;  
    PFN_vkInternalAllocationNotification  pfnInternalAllocation;  
    PFN_vkInternalFreeNotification  pfnInternalFree;  
} VkAllocationCallbacks;
```

#### 4.1.3 Fields

##### ***pUserData***

A pointer-sized variable that the sole use of the application.

##### ***pfnAllocation***

A pointer to a function that is called to allocate host memory.

##### ***pfnReallocation***

A pointer to a function that is called to resize an existing host memory allocation.

##### ***pfnFree***

A pointer to a function that is called to free an existing host memory allocation.

##### ***pfnInternalAllocation***

A pointer to a function that is called to make short-lived internal allocations.

##### ***pfnInternalFree***

A pointer to a function that is called to free internal allocations.

#### 4.1.4 Description

This structure is contains pointers to callback functions that are used to create, reallocate and free host memory allocations on behalf of a Vulkan implementation. The *pUserData* member of the structure is passed to each of the callback functions when they are called. It is otherwise not accessed by the Vulkan implementation and its intended use is that the host application use it to store state information related to memory allocation.

##### **Valid Usage**

- *pfnAllocation* must be a pointer to a valid user-defined PFN\_vkAllocationFunction
  - *pfnReallocation* must be a pointer to a valid user-defined PFN\_vkReallocationFunction
  - *pfnFree* must be a pointer to a valid user-defined PFN\_vkFreeFunction
  - If either of *pfnInternalAllocation* or *pfnInternalFree* is not NULL, both must be valid callbacks
-

## 4.2 VkBufferCreateInfo(3)

### 4.2.1 Name

VkBufferCreateInfo - Structure specifying the parameters of a newly created buffer object.

### 4.2.2 C Specification

```
typedef struct VkBufferCreateInfo {
    VkStructureType      sType;
    const void*          pNext;
    VkBufferCreateFlags  flags;
    VkDeviceSize         size;
    VkBufferUsageFlags   usage;
    VkSharingMode         sharingMode;
    uint32_t             queueFamilyIndexCount;
    const uint32_t*      pQueueFamilyIndices;
} VkBufferCreateInfo;
```

### 4.2.3 Fields

**sType**

Structure type. Must be `VK_STRUCTURE_TYPE_BUFFER_CREATE_INFO`.

**pNext**

Pointer to next structure in the structure chain when applicable.

**size**

Size of the buffer in bytes.

**usage**

Allowed usages of the buffer (see [VkBufferUsageFlags](#) for more detail).

**flags**

Other properties of the buffer (see [VkBufferCreateFlags](#) for more detail).

**sharingMode**

Sharing mode used for the buffer (see [VkSharingMode](#) for more detail).

**queueFamilyIndexCount**

Number of queue families that can access the buffer in case *sharingMode* is `VK_SHARING_MODE_CONCURRENT`.

**pQueueFamilyIndices**

Array of *queueFamilyIndexCount* queue family indices specifying the set of queue families that can access the buffer in case *sharingMode* is `VK_SHARING_MODE_CONCURRENT`.

### 4.2.4 Description

This structure is used to specify the parameters of buffer objects created using [vkCreateBuffer](#).

---

---

### Valid Usage

- *sType* must be `VK_STRUCTURE_TYPE_BUFFER_CREATE_INFO`
- *pNext* must be `NULL`
- *flags* must be a valid combination of `VkBufferCreateFlagBits` values
- *usage* must be a valid combination of `VkBufferUsageFlagBits` values
- *usage* must not be 0
- *sharingMode* must be a valid `VkSharingMode` value
- *size* must be greater than 0
- If *sharingMode* is `VK_SHARING_MODE_CONCURRENT`, *pQueueFamilyIndices* must be a pointer to an array of `queueFamilyIndexCount` `uint32_t` values
- If *sharingMode* is `VK_SHARING_MODE_CONCURRENT`, *queueFamilyIndexCount* must be greater than 1
- If the [sparse bindings](#) feature is not enabled, *flags* must not contain `VK_BUFFER_CREATE_SPARSE_BINDING_BIT`
- If the [sparse buffer residency](#) feature is not enabled, *flags* must not contain `VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT`
- If the [sparse aliased residency](#) feature is not enabled, *flags* must not contain `VK_BUFFER_CREATE_SPARSE_ALIASED_BIT`
- If *flags* contains `VK_BUFFER_CREATE_SPARSE_RESIDENCY_BIT` or `VK_BUFFER_CREATE_SPARSE_ALIASED_BIT`, it must also contain `VK_BUFFER_CREATE_SPARSE_BINDING_BIT`

### 4.2.5 See Also

[vkCreateBuffer](#)

---

## 4.3 VkBufferMemoryBarrier(3)

### 4.3.1 Name

VkBufferMemoryBarrier - Structure specifying the parameters of a buffer memory barrier.

### 4.3.2 C Specification

```
typedef struct VkBufferMemoryBarrier {
    VkStructureType    sType;
    const void*        pNext;
    VkAccessFlags       srcAccessMask;
    VkAccessFlags       dstAccessMask;
    uint32_t            srcQueueFamilyIndex;
    uint32_t            dstQueueFamilyIndex;
    VkBuffer            buffer;
    VkDeviceSize        offset;
    VkDeviceSize        size;
} VkBufferMemoryBarrier;
```

### 4.3.3 Fields

**sType**

Structure type. Must be `VK_STRUCTURE_TYPE_BUFFER_MEMORY_BARRIER`.

**pNext**

Pointer to next structure in the structure chain when applicable.

**srcAccessMask**

Types of writes to the buffer to flush (see [VkMemoryOutputFlags](#) for more detail).

**dstAccessMask**

Types of reads from the buffer to invalidate (see [VkMemoryInputFlags](#) for more detail).

**srcQueueFamilyIndex**

Identifies the source queue family to transfer ownership of the buffer from. A value of `VK_QUEUE_FAMILY_IGNORED` indicates that this member should be ignored.

**dstQueueFamilyIndex**

Identifies the destination queue family to transfer ownership of the buffer to. A value of `VK_QUEUE_FAMILY_IGNORED` indicates that this member should be ignored.

**buffer**

Buffer object the memory barrier applies to.

**offset**

Byte offset of the sub-range of the buffer the memory barrier applies to.

**size**

Size in bytes of the sub-range of the buffer the memory barrier applies to.

---

### Valid Usage

- *sType* must be `VK_STRUCTURE_TYPE_BUFFER_MEMORY_BARRIER`
- *pNext* must be `NULL`
- *srcAccessMask* must be a valid combination of [VkAccessFlagBits](#) values
- *dstAccessMask* must be a valid combination of [VkAccessFlagBits](#) values
- *buffer* must be a valid `VkBuffer` handle
- *offset* must be less than the size of *buffer*
- If *size* is not equal to `VK_WHOLE_SIZE`, *size* must be greater than 0
- If *size* is not equal to `VK_WHOLE_SIZE`, *size* must be less than or equal to than the size of *buffer* minus *offset*
- If *buffer* was created with a sharing mode of `VK_SHARING_MODE_CONCURRENT`, *srcQueueFamilyIndex* and *dstQueueFamilyIndex* must both be `VK_QUEUE_FAMILY_IGNORED`
- If *buffer* was created with a sharing mode of `VK_SHARING_MODE_EXCLUSIVE`, *srcQueueFamilyIndex* and *dstQueueFamilyIndex* must either both be `VK_QUEUE_FAMILY_IGNORED`, or both be a valid queue family (see [?])
- If *buffer* was created with a sharing mode of `VK_SHARING_MODE_EXCLUSIVE`, and *srcQueueFamilyIndex* and *dstQueueFamilyIndex* are valid queue families, at least one of them must be the same as the family of the queue that will execute this barrier

### 4.3.4 Description

This structure specifies the parameters of a buffer memory barrier that can be passed in the *ppMemoryBarriers* parameter of [vkCmdPipelineBarrier](#) and [vkCmdWaitEvents](#).

### 4.3.5 See Also

[vkCmdPipelineBarrier](#), [vkCmdWaitEvents](#), [VkMemoryBarrier](#), [VkImageMemoryBarrier](#)

---



## 4.4 VkCommandBufferAllocateInfo(3)

### 4.4.1 Name

VkCommandBufferAllocateInfo - Structure specifying the allocation parameters for command buffer object.

### 4.4.2 C Specification

```
typedef struct VkCommandBufferAllocateInfo {  
    VkStructureType      sType;  
    const void*          pNext;  
    VkCommandPool         commandPool;  
    VkCommandBufferLevel level;  
    uint32_t              commandBufferCount;  
} VkCommandBufferAllocateInfo;
```

### 4.4.3 Fields

***sType***

Structure type. Must be VK\_STRUCTURE\_TYPE\_COMMAND\_BUFFER\_ALLOCATE\_INFO.

***pNext***

Pointer to next structure in the structure chain when applicable.

***commandPool***

The pool from which to allocate the command buffers.

***level***

The level of the command buffers to allocate.

***commandBufferCount***

The number of command buffers to allocate.

### 4.4.4 Description

This structure is used to specify the parameters of command buffer objects allocated using [vkAllocateCommandBuffers](#).

#### Valid Usage

- *sType* must be VK\_STRUCTURE\_TYPE\_COMMAND\_BUFFER\_ALLOCATE\_INFO
- *pNext* must be NULL
- *commandPool* must be a valid VkCommandPool handle
- *level* must be a valid [VkCommandBufferLevel](#) value
- *commandBufferCount* must be greater than 0

### 4.4.5 See Also

[vkAllocateCommandBuffers](#)

---

## 4.5 VkDescriptorSetAllocateInfo(3)

### 4.5.1 Name

VkDescriptorSetAllocateInfo - Structure specifying the allocation parameters for descriptor sets.

### 4.5.2 C Specification

```
typedef struct VkDescriptorSetAllocateInfo {
    VkStructureType      sType;
    const void*          pNext;
    VkDescriptorPool      descriptorPool;
    uint32_t             descriptorSetCount;
    const VkDescriptorSetLayout* pSetLayouts;
} VkDescriptorSetAllocateInfo;
```

### 4.5.3 Fields

***sType***

Structure type. Must be VK\_STRUCTURE\_TYPE\_COMMAND\_BUFFER\_ALLOCATE\_INFO.

***pNext***

Pointer to next structure in the structure chain when applicable.

***descriptorPool***

The pool from which to allocate the descriptor sets.

***descriptorSetCount***

The number of descriptor sets to allocate.

***pSetLayouts***

An array of *descriptorSetCount* handles to descriptor set layouts objects describing the descriptor sets.

### 4.5.4 Description

This structure is used to specify the parameters of descriptor set objects allocated using [vkAllocateDescriptorSets](#).

#### Valid Usage

- *sType* must be VK\_STRUCTURE\_TYPE\_DESCRIPTOR\_SET\_ALLOCATE\_INFO
  - *pNext* must be NULL
  - *descriptorPool* must be a valid VkDescriptorPool handle
  - *pSetLayouts* must be a pointer to an array of *descriptorSetCount* valid VkDescriptorSetLayout handles
  - *descriptorSetCount* must be greater than 0
  - Each of *descriptorPool* and the elements of *pSetLayouts* must have been created, allocated or retrieved from the same VkDevice
  - *descriptorSetCount* must not be greater than the number of sets that are currently available for allocation in *descriptorPool*
  - *descriptorPool* must have enough free descriptor capacity remaining to allocate the descriptor sets of the specified layouts
-

#### 4.5.5 See Also

[vkAllocateDescriptorSets](#)

---

---

## 4.6 VkImageCreateInfo(3)

### 4.6.1 Name

VkImageCreateInfo - Structure specifying the parameters of a newly created image object.

### 4.6.2 C Specification

```
typedef struct VkImageCreateInfo {
    VkStructureType      sType;
    const void*          pNext;
    VkImageCreateFlags    flags;
    VkImageType           imageType;
    VkFormat              format;
    VkExtent3D            extent;
    uint32_t              mipLevels;
    uint32_t              arrayLayers;
    VkSampleCountFlagBits samples;
    VkImageTiling          tiling;
    VkImageUsageFlags      usage;
    VkSharingMode          sharingMode;
    uint32_t              queueFamilyIndexCount;
    const uint32_t*        pQueueFamilyIndices;
    VkImageLayout          initialLayout;
} VkImageCreateInfo;
```

### 4.6.3 Fields

***sType***

Structure type. Must be `VK_STRUCTURE_TYPE_IMAGE_CREATE_INFO`.

***pNext***

Pointer to next structure in the structure chain when applicable.

***imageType***

Type of the image (see [VkImageType](#) for more detail).

***format***

Format of the texels of the image (see [VkFormat](#) for more detail).

***extent***

Width, height, and depth of the image in texels.

***mipLevels***

Number of mip levels of the image.

***arrayLayers***

Number of layers of the image.

***samples***

Number of samples of the image.

***tiling***

Image tiling mode of the image (see [VkImageTiling](#) for more detail).

***usage***

Allowed usages of the image (see [VkImageUsageFlags](#) for more detail).

---

***flags***

Other properties of the image (see [VkImageCreateFlags](#) for more detail).

***sharingMode***

Sharing mode used for the image (see [VkSharingMode](#) for more detail).

***queueFamilyIndexCount***

Number of queue families that can access the image in case *sharingMode* is `VK_SHARING_MODE_CONCURRENT`.

***pQueueFamilyIndices***

Array of *queueFamilyIndexCount* queue family indices specifying the set of queue families that can access the image in case *sharingMode* is `VK_SHARING_MODE_CONCURRENT`.

#### 4.6.4 Description

This structure is used to specify the parameters of image objects created using [vkCreateImage](#).

---

## Valid Usage

- *sType* must be `VK_STRUCTURE_TYPE_IMAGE_CREATE_INFO`
- *pNext* must be `NULL`
- *flags* must be a valid combination of `VkImageCreateFlagBits` values
- *imageType* must be a valid `VkImageType` value
- *format* must be a valid `VkFormat` value
- *samples* must be a valid `VkSampleCountFlagBits` value
- *tiling* must be a valid `VkImageTiling` value
- *usage* must be a valid combination of `VkImageUsageFlagBits` values
- *usage* must not be 0
- *sharingMode* must be a valid `VkSharingMode` value
- *initialLayout* must be a valid `VkImageLayout` value
- If *sharingMode* is `VK_SHARING_MODE_CONCURRENT`, *pQueueFamilyIndices* must be a pointer to an array of `queueFamilyIndexCount` `uint32_t` values
- If *sharingMode* is `VK_SHARING_MODE_CONCURRENT`, *queueFamilyIndexCount* must be greater than 1
- *format* must not be `VK_FORMAT_UNDEFINED`
- The *width*, *height*, and *depth* members of *extent* must all be greater than 0
- *mipLevels* must be greater than 0
- *arrayLayers* must be greater than 0
- If *imageType* is `VK_IMAGE_TYPE_1D`, *extent.width* must be less than or equal to `VkPhysicalDeviceLimits::maxImageDimension1D`, or `VkImageFormatProperties::maxExtent.width` (as returned by **`vkGetPhysicalDeviceImageFormatProperties`** with *format*, *type*, *tiling*, *usage* and *flags* equal to those in this structure) - whichever is higher
- If *imageType* is `VK_IMAGE_TYPE_2D` and *flags* does not contain `VK_IMAGE_CREATE_CUBE_COMPATIBLE_BIT`, *extent.width* and *extent.height* must be less than or equal to `VkPhysicalDeviceLimits::maxImageDimension2D`, or `VkImageFormatProperties::maxExtent.width/height` (as returned by **`vkGetPhysicalDeviceImageFormatProperties`** with *format*, *type*, *tiling*, *usage* and *flags* equal to those in this structure) - whichever is higher
- If *imageType* is `VK_IMAGE_TYPE_2D` and *flags* contains `VK_IMAGE_CREATE_CUBE_COMPATIBLE_BIT`, *extent.width* and *extent.height* must be less than or equal to `VkPhysicalDeviceLimits::maxImageDimensionOnCube`, or `VkImageFormatProperties::maxExtent.width/height` (as returned by **`vkGetPhysicalDeviceImageFormatProperties`** with *format*, *type*, *tiling*, *usage* and *flags* equal to those in this structure) - whichever is higher
- If *imageType* is `VK_IMAGE_TYPE_2D` and *flags* contains `VK_IMAGE_CREATE_CUBE_COMPATIBLE_BIT`, *extent.width* and *extent.height* must be equal
- If *imageType* is `VK_IMAGE_TYPE_3D`, *extent.width*, *extent.height* and *extent.depth* must be less than or equal to `VkPhysicalDeviceLimits::maxImageDimension3D`, or `VkImageFormatProperties::maxExtent.width/height/depth` (as returned by **`vkGetPhysicalDeviceImageFormatProperties`** with *format*, *type*, *tiling*, *usage* and *flags* equal to those in this structure) - whichever is higher
- If *imageType* is `VK_IMAGE_TYPE_1D`, both *extent.height* and *extent.depth* must be 1
- If *imageType* is `VK_IMAGE_TYPE_2D`, *extent.depth* must be 1
- *mipLevels* must be less than or equal to  $\lfloor \log_2(\max(\text{extent.width}, \text{extent.height}, \text{extent.depth})) \rfloor + 1$
- If any of *extent.width*, *extent.height* or *extent.depth* are greater than the equivalently named members of `VkPhysicalDeviceLimits::maxImageDimension3D`, *mipLevels* must be less than or equal to `VkImageFormatProperties::maxMipLevels` (as returned by **`vkGetPhysicalDeviceImageFormatProperties`** with

#### 4.6.5 See Also

[vkCreateImage](#)

---

---

## 4.7 VkImageMemoryBarrier(3)

### 4.7.1 Name

VkImageMemoryBarrier - Structure specifying the parameters of an image memory barrier.

### 4.7.2 C Specification

```
typedef struct VkImageMemoryBarrier {
    VkStructureType    sType;
    const void*        pNext;
    VkAccessFlags       srcAccessMask;
    VkAccessFlags       dstAccessMask;
    VkImageLayout       oldLayout;
    VkImageLayout       newLayout;
    uint32_t            srcQueueFamilyIndex;
    uint32_t            dstQueueFamilyIndex;
    VkImage             image;
    VkImageSubresourceRange subresourceRange;
} VkImageMemoryBarrier;
```

### 4.7.3 Fields

**sType**

Structure type. Must be `VK_STRUCTURE_TYPE_IMAGE_MEMORY_BARRIER`.

**pNext**

Pointer to next structure in the structure chain when applicable.

**outputMask**

Types of writes to the image to flush (see [VkMemoryOutputFlags](#) for more detail).

**inputMask**

Types of reads from the image to invalidate (see [VkMemoryInputFlags](#) for more detail).

**oldLayout**

Current layout the image is expected to be in (see [VkImageLayout](#) for more detail).

**newLayout**

New layout the image should be transferred to (see [VkImageLayout](#) for more detail).

**srcQueueFamilyIndex**

Identifies the source queue family to transfer ownership of the image from. A value of `VK_QUEUE_FAMILY_IGNORED` indicates that this member should be ignored.

**dstQueueFamilyIndex**

Identifies the destination queue family to transfer ownership of the image to. A value of `VK_QUEUE_FAMILY_IGNORED` indicates that this member should be ignored.

**image**

Image object the memory barrier applies to.

**subresourceRange**

Sub-range of the image the memory barrier applies to.

---



#### 4.7.4 Description

This structure specifies the parameters of an image memory barrier that can be passed in the *ppMemBarriers* parameter of [vkCmdPipelineBarrier](#) and [vkCmdWaitEvents](#).

##### Valid Usage

- *sType* must be `VK_STRUCTURE_TYPE_IMAGE_MEMORY_BARRIER`
- *pNext* must be `NULL`
- *srcAccessMask* must be a valid combination of [VkAccessFlagBits](#) values
- *dstAccessMask* must be a valid combination of [VkAccessFlagBits](#) values
- *oldLayout* must be a valid [VkImageLayout](#) value
- *newLayout* must be a valid [VkImageLayout](#) value
- *image* must be a valid `VkImage` handle
- *subresourceRange* must be a valid `VkImageSubresourceRange` structure
- *oldLayout* must be `VK_IMAGE_LAYOUT_UNDEFINED`, `VK_IMAGE_LAYOUT_PREINITIALIZED` or the current layout of the image region affected by the barrier
- *newLayout* must not be `VK_IMAGE_LAYOUT_UNDEFINED` or `VK_IMAGE_LAYOUT_PREINITIALIZED`
- If *image* was created with a sharing mode of `VK_SHARING_MODE_CONCURRENT`, *srcQueueFamilyIndex* and *dstQueueFamilyIndex* must both be `VK_QUEUE_FAMILY_IGNORED`
- If *image* was created with a sharing mode of `VK_SHARING_MODE_EXCLUSIVE`, *srcQueueFamilyIndex* and *dstQueueFamilyIndex* must either both be `VK_QUEUE_FAMILY_IGNORED`, or both be a valid queue family (see [?])
- If *image* was created with a sharing mode of `VK_SHARING_MODE_EXCLUSIVE`, and *srcQueueFamilyIndex* and *dstQueueFamilyIndex* are valid queue families, at least one of them must be the same as the family of the queue that will execute this barrier
- *subresourceRange* must be a valid image subresource range for the image (see [?])
- If *image* has a depth/stencil format with both depth and stencil components, then *aspectMask* member of *subresourceRange* must include both `VK_IMAGE_ASPECT_DEPTH_BIT` and `VK_IMAGE_ASPECT_STENCIL_BIT`
- If either *oldLayout* or *newLayout* is `VK_IMAGE_LAYOUT_COLOR_ATTACHMENT_OPTIMAL` then *image* must have been created with `VK_IMAGE_USAGE_COLOR_ATTACHMENT_BIT` set
- If either *oldLayout* or *newLayout* is `VK_IMAGE_LAYOUT_DEPTH_STENCIL_ATTACHMENT_OPTIMAL` then *image* must have been created with `VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT` set
- If either *oldLayout* or *newLayout* is `VK_IMAGE_LAYOUT_DEPTH_STENCIL_READ_ONLY_OPTIMAL` then *image* must have been created with `VK_IMAGE_USAGE_DEPTH_STENCIL_ATTACHMENT_BIT` set
- If either *oldLayout* or *newLayout* is `VK_IMAGE_LAYOUT_SHADER_READ_ONLY_OPTIMAL` then *image* must have been created with `VK_IMAGE_USAGE_SAMPLED_BIT` or `VK_IMAGE_USAGE_INPUT_ATTACHMENT_BIT` set
- If either *oldLayout* or *newLayout* is `VK_IMAGE_LAYOUT_TRANSFER_SRC_OPTIMAL` then *image* must have been created with `VK_IMAGE_USAGE_TRANSFER_SRC_BIT` set
- If either *oldLayout* or *newLayout* is `VK_IMAGE_LAYOUT_TRANSFER_DST_OPTIMAL` then *image* must have been created with `VK_IMAGE_USAGE_TRANSFER_DST_BIT` set

---

#### 4.7.5 See Also

[vkCmdPipelineBarrier](#), [vkCmdWaitEvents](#), [VkMemoryBarrier](#), [VkBufferMemoryBarrier](#)

---

## 4.8 VkMemoryAllocateInfo(3)

### 4.8.1 Name

VkMemoryAllocateInfo - Structure containing parameters of a memory allocation.

### 4.8.2 C Specification

```
typedef struct VkMemoryAllocateInfo {  
    VkStructureType    sType;  
    const void*        pNext;  
    VkDeviceSize        allocationSize;  
    uint32_t            memoryTypeIndex;  
} VkMemoryAllocateInfo;
```

### 4.8.3 Fields

### 4.8.4 Description

#### Valid Usage

- *sType* must be VK\_STRUCTURE\_TYPE\_MEMORY\_ALLOCATE\_INFO
- *pNext* must be NULL
- *allocationSize* must be less than or equal to the amount of memory available to the VkMemoryHeap specified by *memoryTypeIndex* and the calling command's VkDevice
- *allocationSize* must be greater than 0

---

## 4.9 VkPhysicalDeviceFeatures(3)

### 4.9.1 Name

VkPhysicalDeviceFeatures - Structure describing the fine-grained features that can be supported by an implementation.

### 4.9.2 C Specification

```
typedef struct VkPhysicalDeviceFeatures {
    VkBool32    robustBufferAccess;
    VkBool32    fullDrawIndexUint32;
    VkBool32    imageCubeArray;
    VkBool32    independentBlend;
    VkBool32    geometryShader;
    VkBool32    tessellationShader;
    VkBool32    sampleRateShading;
    VkBool32    dualSrcBlend;
    VkBool32    logicOp;
    VkBool32    multiDrawIndirect;
    VkBool32    drawIndirectFirstInstance;
    VkBool32    depthClamp;
    VkBool32    depthBiasClamp;
    VkBool32    fillModeNonSolid;
    VkBool32    depthBounds;
    VkBool32    wideLines;
    VkBool32    largePoints;
    VkBool32    alphaToOne;
    VkBool32    multiViewport;
    VkBool32    samplerAnisotropy;
    VkBool32    textureCompressionETC2;
    VkBool32    textureCompressionASTC_LDR;
    VkBool32    textureCompressionBC;
    VkBool32    occlusionQueryPrecise;
    VkBool32    pipelineStatisticsQuery;
    VkBool32    vertexPipelineStoresAndAtomics;
    VkBool32    fragmentStoresAndAtomics;
    VkBool32    shaderTessellationAndGeometryPointSize;
    VkBool32    shaderImageGatherExtended;
    VkBool32    shaderStorageImageExtendedFormats;
    VkBool32    shaderStorageImageMultisample;
    VkBool32    shaderStorageImageReadWithoutFormat;
    VkBool32    shaderStorageImageWriteWithoutFormat;
    VkBool32    shaderUniformBufferArrayDynamicIndexing;
    VkBool32    shaderSampledImageArrayDynamicIndexing;
    VkBool32    shaderStorageBufferArrayDynamicIndexing;
    VkBool32    shaderStorageImageArrayDynamicIndexing;
    VkBool32    shaderClipDistance;
    VkBool32    shaderCullDistance;
    VkBool32    shaderFloat64;
    VkBool32    shaderInt64;
    VkBool32    shaderInt16;
    VkBool32    shaderResourceResidency;
    VkBool32    shaderResourceMinLod;
    VkBool32    sparseBinding;
    VkBool32    sparseResidencyBuffer;
    VkBool32    sparseResidencyImage2D;
    VkBool32    sparseResidencyImage3D;
    VkBool32    sparseResidency2Samples;
    VkBool32    sparseResidency4Samples;
    VkBool32    sparseResidency8Samples;
```

---

```
VkBool32    sparseResidency16Samples;  
VkBool32    sparseResidencyAliased;  
VkBool32    variableMultisampleRate;  
VkBool32    inheritedQueries;  
} VkPhysicalDeviceFeatures;
```

### 4.9.3 Fields

#### ***robustBufferAccess***

out of bounds buffer accesses are well defined

#### ***fullDrawIndexUint32***

full 32-bit range of indices are supported for indexed draw calls using VK\_INDEX\_TYPE\_UINT32.

#### ***imageCubeArray***

image views which are arrays of cube maps are supported (VK\_IMAGE\_VIEW\_TYPE\_CUBE\_ARRAY)

#### ***independentBlend***

blending operations are controlled independently per-attachment

#### ***geometryShader***

geometry shader stage is supported

#### ***tessellationShader***

tessellation control and evaluation shader stages are supported

#### ***sampleRateShading***

per-sample shading and multisample interpolation are supported

#### ***dualSrcBlend***

blend operations which take two sources are supported

#### ***logicOp***

logic operations are supported

#### ***multiDrawIndirect***

multi draw indirect is supported

#### ***depthClamp***

depth clamping is supported

#### ***depthBiasClamp***

depth bias clamping is supported

#### ***fillModeNonSolid***

point and wireframe fill modes are supported

#### ***depthBounds***

depth bounds test is supported

#### ***wideLines***

lines with width greater than 1 are supported

#### ***largePoints***

points with size greater than 1 are supported

#### ***alphaToOne***

the implementation can replace the alpha value of the color fragment output to the maximum representable alpha value for fixed-point colors or 1.0 for floating-point colors.

---

***multiViewport***

multiple viewports are supported

***samplerAnisotropy***

Anisotropic filtering is supported

***textureCompressionETC2***

ETC and EAC texture compression formats are supported

***textureCompressionASTC\_LDR***

ASTC LDR texture compression formats are supported

***textureCompressionBC***

BC1-7 texture compressed formats are supported

***pipelineStatisticsQuery***

pipeline statistics queries are supported

***vertexPipelineStoresAndAtomics***

storage buffers and images support stores and atomic operations in the vertex, tessellation, and geometry shader stages.

***fragmentStoresAndAtomics***

storage buffers and images support stores and atomic operations in the fragment shader stage.

***shaderTessellationAndGeometryPointSize***

the *PointSize* shader builtin is available in the tessellation control, tessellation evaluation, and geometry shader stages.

***shaderImageGatherExtended***

image gather with *non-constant offset* and image gather with *offsets* are supported

***shaderStorageImageExtendedFormats***

the extended set of image formats can be used for storage images

***shaderStorageImageMultisample***

multisample images can be used for storage images

***shaderUniformBufferArrayDynamicIndexing***

arrays of uniform buffers can be accessed with dynamically uniform indices

***shaderSampledImageArrayDynamicIndexing***

arrays of samplers and sampled images can be accessed with dynamically uniform indices

***shaderStorageBufferArrayDynamicIndexing***

arrays of storage buffers can be accessed with dynamically uniform indices

***shaderStorageImageArrayDynamicIndexing***

arrays of storage images can be accessed with dynamically uniform indices

***shaderClipDistance***

clip distance is supported in shader code

***shaderCullDistance***

cull distance is supported in shader code

***shaderFloat64***

64-bit floats (doubles) are supported in shader code

***shaderInt64***

64-bit integers are supported in shader code

***shaderInt16***

16-bit integers are supported in shader code

***shaderResourceResidency***

image operations that return resource residency information are supported in shader code

---

***shaderResourceMinLod***

image operations that specify minimum resource Lod are supported in shader code

***sparseBinding***

indicates whether resource memory can be managed at opaque page level

***shaderResourceResidency***

Sparse resources support: Resource memory can be managed at opaque page level rather than object level

***sparseResidencyBuffer***

Sparse resources support: physical device can access partially resident buffers

***sparseResidencyImage2D***

Sparse resources support: physical device can access partially resident 2D (non-MSAA non-DepthStencil) images

***sparseResidencyImage3D***

Sparse resources support: physical device can access partially resident 3D images

***sparseResidency2Samples***

Sparse resources support: physical device can access partially resident MSAA 2D images with 2 samples

***sparseResidency4Samples***

Sparse resources support: physical device can access partially resident MSAA 2D images with 4 samples

***sparseResidency8Samples***

Sparse resources support: physical device can access partially resident MSAA 2D images with 8 samples

***sparseResidency16Samples***

Sparse resources support: physical device can access partially resident MSAA 2D images with 16 samples

***sparseResidencyAliased***

Sparse resources support: physical device can correctly access data aliased into multiple locations (opt-in)

#### 4.9.4 Description

The `VkPhysicalDeviceFeatures` structure contains a feature flag for each of the fine-grained features that may be supported by an implementation.

When passed to `vkGetPhysicalDeviceFeatures` as the `pFeatures` parameter, the implementation will fill in each member of the structure with `VK_TRUE` if the indicated `physicalDevice` supports the feature, or with `VK_FALSE` if the physical device does not support the feature.

Fine-grained features must be enabled at `VkDevice` creation time. This is done by passing a pointer to a `VkPhysicalDeviceFeatures` structure in the `pEnabledFeatures` member of the `VkDeviceCreateInfo` structure that is passed to `vkCreateDevice`. In this case, setting a member of the structure to `VK_TRUE` will enable support for the feature on the indicated physical device, and setting a member to `VK_FALSE` will disable support for the feature.

include:../validity/structs/VkPhysicalDeviceFeatures.txt[]

#### 4.9.5 See Also

[vkGetPhysicalDeviceFeatures](#), [vkGetPhysicalDeviceProperties](#), [vkCreateDevice](#)

---

## 4.10 VkPhysicalDeviceLimits(3)

### 4.10.1 Name

VkPhysicalDeviceLimits - Structure

### 4.10.2 C Specification

```
typedef struct VkPhysicalDeviceLimits {
    uint32_t          maxImageDimension1D;
    uint32_t          maxImageDimension2D;
    uint32_t          maxImageDimension3D;
    uint32_t          maxImageDimensionCube;
    uint32_t          maxImageArrayLayers;
    uint32_t          maxTexelBufferElements;
    uint32_t          maxUniformBufferRange;
    uint32_t          maxStorageBufferRange;
    uint32_t          maxPushConstantsSize;
    uint32_t          maxMemoryAllocationCount;
    uint32_t          maxSamplerAllocationCount;
    VkDeviceSize      bufferImageGranularity;
    VkDeviceSize      sparseAddressSpaceSize;
    uint32_t          maxBoundDescriptorSets;
    uint32_t          maxPerStageDescriptorSamplers;
    uint32_t          maxPerStageDescriptorUniformBuffers;
    uint32_t          maxPerStageDescriptorStorageBuffers;
    uint32_t          maxPerStageDescriptorSampledImages;
    uint32_t          maxPerStageDescriptorStorageImages;
    uint32_t          maxPerStageDescriptorInputAttachments;
    uint32_t          maxPerStageResources;
    uint32_t          maxDescriptorSetSamplers;
    uint32_t          maxDescriptorSetUniformBuffers;
    uint32_t          maxDescriptorSetUniformBuffersDynamic;
    uint32_t          maxDescriptorSetStorageBuffers;
    uint32_t          maxDescriptorSetStorageBuffersDynamic;
    uint32_t          maxDescriptorSetSampledImages;
    uint32_t          maxDescriptorSetStorageImages;
    uint32_t          maxDescriptorSetInputAttachments;
    uint32_t          maxVertexInputAttributes;
    uint32_t          maxVertexInputBindings;
    uint32_t          maxVertexInputAttributeOffset;
    uint32_t          maxVertexInputBindingStride;
    uint32_t          maxVertexOutputComponents;
    uint32_t          maxTessellationGenerationLevel;
    uint32_t          maxTessellationPatchSize;
    uint32_t          maxTessellationControlPerVertexInputComponents;
    uint32_t          maxTessellationControlPerVertexOutputComponents;
    uint32_t          maxTessellationControlPerPatchOutputComponents;
    uint32_t          maxTessellationControlTotalOutputComponents;
    uint32_t          maxTessellationEvaluationInputComponents;
    uint32_t          maxTessellationEvaluationOutputComponents;
    uint32_t          maxGeometryShaderInvocations;
    uint32_t          maxGeometryInputComponents;
    uint32_t          maxGeometryOutputComponents;
    uint32_t          maxGeometryOutputVertices;
    uint32_t          maxGeometryTotalOutputComponents;
    uint32_t          maxFragmentInputComponents;
    uint32_t          maxFragmentOutputAttachments;
    uint32_t          maxFragmentDualSrcAttachments;
    uint32_t          maxFragmentCombinedOutputResources;
```

---



```

uint32_t      maxComputeSharedMemorySize;
uint32_t      maxComputeWorkGroupCount[3];
uint32_t      maxComputeWorkGroupInvocations;
uint32_t      maxComputeWorkGroupSize[3];
uint32_t      subPixelPrecisionBits;
uint32_t      subTexelPrecisionBits;
uint32_t      mipmapPrecisionBits;
uint32_t      maxDrawIndexedIndexValue;
uint32_t      maxDrawIndirectCount;
float         maxSamplerLodBias;
float         maxSamplerAnisotropy;
uint32_t      maxViewports;
uint32_t      maxViewportDimensions[2];
float         viewportBoundsRange[2];
uint32_t      viewportSubPixelBits;
size_t        minMemoryMapAlignment;
VkDeviceSize  minTexelBufferOffsetAlignment;
VkDeviceSize  minUniformBufferOffsetAlignment;
VkDeviceSize  minStorageBufferOffsetAlignment;
int32_t       minTexelOffset;
uint32_t      maxTexelOffset;
int32_t       minTexelGatherOffset;
uint32_t      maxTexelGatherOffset;
float         minInterpolationOffset;
float         maxInterpolationOffset;
uint32_t      subPixelInterpolationOffsetBits;
uint32_t      maxFramebufferWidth;
uint32_t      maxFramebufferHeight;
uint32_t      maxFramebufferLayers;
VkSampleCountFlags framebufferColorSampleCounts;
VkSampleCountFlags framebufferDepthSampleCounts;
VkSampleCountFlags framebufferStencilSampleCounts;
VkSampleCountFlags framebufferNoAttachmentsSampleCounts;
uint32_t      maxColorAttachments;
VkSampleCountFlags sampledImageColorSampleCounts;
VkSampleCountFlags sampledImageIntegerSampleCounts;
VkSampleCountFlags sampledImageDepthSampleCounts;
VkSampleCountFlags sampledImageStencilSampleCounts;
VkSampleCountFlags storageImageSampleCounts;
uint32_t      maxSampleMaskWords;
VkBool32      timestampComputeAndGraphics;
float         timestampPeriod;
uint32_t      maxClipDistances;
uint32_t      maxCullDistances;
uint32_t      maxCombinedClipAndCullDistances;
uint32_t      discreteQueuePriorities;
float         pointSizeRange[2];
float         lineWidthRange[2];
float         pointSizeGranularity;
float         lineWidthGranularity;
VkBool32      strictLines;
VkBool32      standardSampleLocations;
VkDeviceSize  optimalBufferCopyOffsetAlignment;
VkDeviceSize  optimalBufferCopyRowPitchAlignment;
VkDeviceSize  nonCoherentAtomSize;
} VkPhysicalDeviceLimits;

```

#### 4.10.3 Fields

##### maxImageDimension1D

---

	max 1D image dimension
<b>maxImageDimension2D</b>	max 2D image dimension
<b>maxImageDimension3D</b>	max 3D image dimension
<b>maxImageDimensionCube</b>	max cubemap image dimension
<b>maxImageArrayLayers</b>	max layers for image arrays
<b>maxTexelBufferSize</b>	max texel buffer size (bytes)
<b>maxUniformBufferRange</b>	max uniform buffer range (bytes)
<b>maxStorageBufferRange</b>	max storage buffer range (bytes)
<b>maxPushConstantsSize</b>	max size of the push constants pool (bytes)
<b>maxMemoryAllocationCount</b>	max number of device memory allocations supported
<b>maxSamplerAllocationCount</b>	max number of samplers that can be allocated on a device
<b>bufferImageGranularity</b>	Granularity (in bytes) at which buffers and linear images vs optimal images can be bound to adjacent memory locations without aliasing
<b>maxBoundDescriptorSets</b>	max number of descriptors sets that can be bound to a pipeline
<b>maxPerStageDescriptorSamplers</b>	max num of samplers allowed per-stage in a descriptor set
<b>maxPerStageDescriptorUniformBuffers</b>	max num of uniform buffers allowed per-stage in a descriptor set
<b>maxPerStageDescriptorStorageBuffers</b>	max num of storage buffers allowed per-stage in a descriptor set
<b>maxPerStageDescriptorSampledImages</b>	max num of sampled images allowed per-stage in a descriptor set
<b>maxPerStageDescriptorStorageImages</b>	max num of storage images allowed per-stage in a descriptor set
<b>maxPerStageDescriptorInputAttachments</b>	max num of input attachments allowed per-stage in a descriptor set
<b>maxDescriptorSetUniformBuffers</b>	max num of uniform buffers allowed in all stages in a descriptor set
<b>maxDescriptorSetStorageBuffers</b>	max num of storage buffers allowed in all stages in a descriptor set
<b>maxDescriptorSetSampledImages</b>	max num of sampled images allowed in all stages in a descriptor set

---

**maxDescriptorSetStorageImages**

max num of storage images allowed in all stages in a descriptor set

**maxDescriptorSetInputAttachments**

max num of input attachments allowed in all stages in a descriptor set

**maxVertexInputAttributes**

max num of vertex input attribute slots maxVertexInputBindings: max num of vertex input binding slots

**maxVertexInputAttributeOffset**

max vertex input attribute offset added to vertex buffer offset

**maxVertexInputBindingStride**

max vertex input binding stride

**maxVertexOutputComponents**

max num of output components written by vertex shader

**maxTessellationGenLevel**

max level supported by tessellation primitive generator

**maxTessellationPatchSize**

max patch size (vertices)

**maxTessellationControlPerVertexInputComponents**

max num of input components per-vertex in TCS

**maxTessellationControlPerVertexOutputComponents**

max num of output components per-vertex in TCS

**maxTessellationControlPerPatchOutputComponents**

max num of output components per-patch in TCS

**maxTessellationControlTotalOutputComponents**

max total num of per-vertex and per-patch output components in TCS

**maxTessellationEvaluationInputComponents**

max num of input components per vertex in TES

**maxTessellationEvaluationOutputComponents**

max num of output components per vertex in TES

**maxGeometryShaderInvocations**

max invocation count supported in geometry shader

**maxGeometryInputComponents**

max num of input components read in geometry stage

**maxGeometryOutputComponents**

max num of output components written in geometry stage

**maxGeometryOutputVertices**

max num of vertices that can be emitted in geometry stage

**maxGeometryTotalOutputComponents**

max total num of components (all vertices) written in geometry stage

**maxFragmentInputComponents**

max num of input components read in fragment stage

**maxFragmentOutputAttachments**

max num of output attachments written in fragment stage

**maxFragmentDualSourceAttachments**

max num of output attachments written when using dual source blending

---

**maxFragmentCombinedOutputResources**  
total num of storage buffers, storage images and output buffers

**maxComputeSharedMemorySize**  
max total storage size of work group local storage (bytes)

**maxComputeWorkGroupCount[3]**  
max num of compute work groups that may be dispatched by a single command (x,y,z)

**maxComputeWorkGroupInvocations**  
max total compute invocations in a single local work group

**maxComputeWorkGroupSize[3]**  
max local size of a compute work group (x,y,z)

**subPixelPrecisionBits**  
num bits of subpixel precision in screen x and y

**subTexelPrecisionBits**  
num bits of subtexel precision

**mipmapPrecisionBits**  
num bits of mipmap precision

**maxDrawIndexedIndexValue**  
max index value for indexed draw calls (for 32-bit indices)

**maxDrawIndirectCount**  
max draw count for indirect draw calls

**maxSamplerLodBias**  
max absolute sampler level of detail bias

**maxSamplerAnisotropy**  
max degree of sampler anisotropy

**maxViewports**  
max number of active viewports

**maxViewportDimensions[2]**  
max viewport dimensions (x,y)

**viewportBoundsRange[2]**  
viewport bounds range (min,max)

**viewportSubPixelBits**  
num bits of subpixel precision for viewport

**minMemoryMapAlignment**  
min required alignment of host-visible memory allocations within the host address space (bytes)

**minTexelBufferOffsetAlignment**  
min required alignment for texel buffer offsets (bytes)

**minUniformBufferOffsetAlignment**  
min required alignment for uniform buffer sizes and offsets (bytes)

**minStorageBufferOffsetAlignment**  
min required alignment for storage buffer offsets (bytes)

**minTexelOffset**  
min texel offset for OpTextureSampleOffset

**maxTexelOffset**  
max texel offset for OpTextureSampleOffset

---

**minTexelGatherOffset**

min texel offset for OpTextureGatherOffset

**maxTexelGatherOffset**

max texel offset for OpTextureGatherOffset

**minInterpolationOffset**

furthest negative offset for interpolateAtOffset

**maxInterpolationOffset**

furthest positive offset for interpolateAtOffset

**subPixelInterpolationOffsetBits**

num of subpixel bits for interpolateAtOffset

**maxFramebufferWidth**

max width for a framebuffer

**maxFramebufferHeight**

max height for a framebuffer

**maxFramebufferLayers**

max layer count for a layered framebuffer

**framebufferColorSampleCounts**

supported color sample counts for a framebuffer

**framebufferDepthSampleCounts**

supported depth sample counts for a framebuffer

**framebufferStencilSampleCounts**

supported stencil sample counts for a framebuffer

**framebufferNoAttachmentsSampleCounts**

supported sample counts for a framebuffer with no attachments

**maxColorAttachments**

max num of color attachments per subpass

**sampledImageColorSampleCounts**

supported sample counts for an image with a non-integer color format

**sampledImageIntegerSampleCounts**

supported sample counts for an image with an integer color format

**sampledImageDepthSampleCounts**

supported sample counts for an image with a depth format

**sampledImageStencilSampleCounts**

supported sample counts for an image with a stencil format

**storageImageSampleCounts**

supported sample counts for an image used for storage operations

**timestampFrequency**

1/clock\_tick\_granularity for timestamp queries

**maxClipDistances**

max number of clip distances

**maxCullDistances**

max number of cull distances

**maxCombinedClipAndCullDistances**

max combined number of user clipping

---

---

**pointSizeRange[2]**

range (min,max) of supported point sizes

**lineWidthRange[2]**

range (min,max) of supported line widths

**pointSizeGranularity**

granularity of supported point sizes

**lineWidthGranularity**

granularity of supported line widths

#### 4.10.4 Description

#### 4.10.5 See Also

[vkGetPhysicalDeviceFeatures](#)

---

## 4.11 VkPipelineLayoutCreateInfo(3)

### 4.11.1 Name

VkPipelineLayoutCreateInfo - Structure specifying the parameters of a newly created pipeline layout object.

### 4.11.2 C Specification

```
typedef struct VkPipelineLayoutCreateInfo {  
    VkStructureType           sType;  
    const void*               pNext;  
    VkPipelineLayoutCreateFlags flags;  
    uint32_t                  setLayoutCount;  
    const VkDescriptorSetLayout* pSetLayouts;  
    uint32_t                  pushConstantRangeCount;  
    const VkPushConstantRange* pPushConstantRanges;  
} VkPipelineLayoutCreateInfo;
```

### 4.11.3 Fields

#### sType

Structure type. Must be `VK_STRUCTURE_TYPE_PIPELINE_LAYOUT_CREATE_INFO`.

#### pNext

Pointer to next structure in the structure chain when applicable.

#### setLayoutCount

Number of descriptor sets interfaced by the pipeline.

#### pSetLayouts

Pointer to an array of *setLayoutCount* number of descriptor set layout objects defining the layout of the descriptor set at the corresponding index.

### 4.11.4 Description

This structure is used to specify the parameters of pipeline layout objects created using [vkCreatePipelineLayout](#).

---

---

### Valid Usage

- *sType* must be `VK_STRUCTURE_TYPE_PIPELINE_LAYOUT_CREATE_INFO`
- *pNext* must be `NULL`
- *flags* must be 0
- If *setLayoutCount* is not 0, *pSetLayouts* must be a pointer to an array of *setLayoutCount* valid `VkDescriptorSetLayout` handles
- If *pushConstantRangeCount* is not 0, *pPushConstantRanges* must be a pointer to an array of *pushConstantRangeCount* valid `VkPushConstantRange` structures
- *setLayoutCount* must be less than or equal to `VkPhysicalDeviceLimits::maxBoundDescriptorSets`
- The total number of descriptors of the type `VK_DESCRIPTOR_TYPE_SAMPLER` and `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER` accessible to any given shader stage across all elements of *pSetLayouts* must be less than or equal to `VkPhysicalDeviceLimits::maxPerStageDescriptorSamplers`
- The total number of descriptors of the type `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER` and `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC` accessible to any given shader stage across all elements of *pSetLayouts* must be less than or equal to `VkPhysicalDeviceLimits::maxPerStageDescriptorUniformBuffers`
- The total number of descriptors of the type `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER` and `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC` accessible to any given shader stage across all elements of *pSetLayouts* must be less than or equal to `VkPhysicalDeviceLimits::maxPerStageDescriptorStorageBuffers`
- The total number of descriptors of the type `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER`, `VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE`, and `VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER` accessible to any given shader stage across all elements of *pSetLayouts* must be less than or equal to `VkPhysicalDeviceLimits::maxPerStageDescriptorSampledImages`
- The total number of descriptors of the type `VK_DESCRIPTOR_TYPE_STORAGE_IMAGE`, and `VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER` accessible to any given shader stage across all elements of *pSetLayouts* must be less than or equal to `VkPhysicalDeviceLimits::maxPerStageDescriptorStorageImages`

#### 4.11.5 See Also

[vkCreatePipelineLayout](#)

---



## 4.12 VkQueueFamilyProperties(3)

### 4.12.1 Name

VkQueueFamilyProperties - Structure providing information about a queue family.

### 4.12.2 C Specification

```
typedef struct VkQueueFamilyProperties {
    VkQueueFlags    queueFlags;
    uint32_t        queueCount;
    uint32_t        timestampValidBits;
    VkExtent3D      minImageTransferGranularity;
} VkQueueFamilyProperties;
```

### 4.12.3 Fields

#### queueFlags

Capabilities of the queues in this queue family (see [VkQueueFlags](#) for more detail).

#### queueCount

Number of queues in this queue family.

#### supportsTimestamps

Tells whether queues in this queue family support timestamps.

### 4.12.4 Description

The properties of queue families available in this structure can be retrieved using [vkGetPhysicalDeviceQueueFamilyProperties](#).

### 4.12.5 See Also

[vkGetPhysicalDeviceQueueFamilyProperties](#), [VkQueueFlags](#)

---

## 4.13 VkWriteDescriptorSet(3)

### 4.13.1 Name

VkWriteDescriptorSet - Structure specifying the parameters of a descriptor set write operation.

### 4.13.2 C Specification

```
typedef struct VkWriteDescriptorSet {
    VkStructureType    sType;
    const void*        pNext;
    VkDescriptorSet     dstSet;
    uint32_t           dstBinding;
    uint32_t           dstArrayElement;
    uint32_t           descriptorCount;
    VkDescriptorType    descriptorType;
    const VkDescriptorImageInfo* pImageInfo;
    const VkDescriptorBufferInfo* pBufferInfo;
    const VkBufferView* pTexelBufferView;
} VkWriteDescriptorSet;
```

### 4.13.3 Fields

***sType***

Structure type. Must be VK\_STRUCTURE\_TYPE\_WRITE\_DESCRIPTOR\_SET.

***pNext***

Pointer to next structure in the structure chain when applicable.

***dstSet***

Destination descriptor set to write the descriptor data to.

***dstBinding***

Binding within the descriptor set to start the update from.

***dstArrayElement***

Array element of the binding to start the update from.

***descriptorCount***

Number of descriptors to write to the descriptor set.

***descriptorType***

Type of descriptors to write to the descriptor set.

***pImageInfo***

A pointer to an array of *descriptorCount* [VkDescriptorImageInfo](#) structures specifying the source of the descriptor data to write to the descriptor set for images.

***pBufferInfo***

A pointer to an array of *descriptorCount* [VkDescriptorBufferInfo](#) structures specifying the source of the descriptor data to write to the descriptor set for buffers.

***pTexelBufferView***

A pointer to an array of [VkBufferView](#) handles used when binding texel buffers into a the descriptor set.

---

#### 4.13.4 Description

This structure specifies information about the descriptors to be written to a descriptor set using the **vkUpdateDescriptorSets** command.

When writing data to descriptor sets, the *pImageInfo*, *pBufferInfo* or *pTexelBufferView* parameters of **vkUpdateDescriptorSets** point to *descriptorCount* instances of data structures, each instance specifying the source of the descriptor data to be written. Which of these parameters is used depends on the value of *descriptorType*.

Each instance of the selected array allows writing *descriptorCount* descriptors of type *descriptorType* to the destination descriptor set specified by *dstSet* starting from the array element index *dstArrayElement* of the *dstBinding* binding.

If *descriptorCount* is greater than the number of descriptors in the specified binding starting from the specified array element index then subsequent descriptors are written to the next binding starting from its first array element. This allows updating multiple subsequent bindings with a single instance of this structure as long as the descriptor type of those bindings match.

Attempting to write descriptors of incompatible type to any binding of a descriptor set may result in undefined behavior.

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## Valid Usage

- *sType* must be `VK_STRUCTURE_TYPE_WRITE_DESCRIPTOR_SET`
- *pNext* must be `NULL`
- *dstSet* must be a valid `VkDescriptorSet` handle
- *descriptorType* must be a valid `VkDescriptorType` value
- *descriptorCount* must be greater than 0
- Each of *dstSet* and the elements of *pTexelBufferView* that are valid handles must have been created, allocated or retrieved from the same `VkDevice`
- *dstBinding* must be a valid binding point within *dstSet*
- *descriptorType* must match the type of *dstBinding* within *dstSet*
- The sum of *dstArrayElement* and *descriptorCount* must be less than or equal to the number of array elements in the descriptor set binding specified by *dstBinding*, and all applicable consecutive bindings, as described by [?]
- If *descriptorType* is `VK_DESCRIPTOR_TYPE_SAMPLER`, `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER`, `VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE`, `VK_DESCRIPTOR_TYPE_STORAGE_IMAGE` or `VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT`, *pImageInfo* must be a pointer to an array of *descriptorCount* valid `VkDescriptorImageInfo` structures
- If *descriptorType* is `VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER` or `VK_DESCRIPTOR_TYPE_STORAGE_TEXEL_BUFFER`, *pTexelBufferView* must be a pointer to an array of *descriptorCount* valid `VkBufferView` handles
- If *descriptorType* is `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER`, `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER`, `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC` or `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC`, *pBufferInfo* must be a pointer to an array of *descriptorCount* valid `VkDescriptorBufferInfo` structures
- If *descriptorType* is `VK_DESCRIPTOR_TYPE_SAMPLER` or `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER`, and *dstSet* was not created with a layout that included immutable samplers for *dstBinding* with *descriptorType*, the *sampler* member of any given element of *pImageInfo* must be a valid `VkSampler` object
- If *descriptorType* is `VK_DESCRIPTOR_TYPE_COMBINED_IMAGE_SAMPLER`, `VK_DESCRIPTOR_TYPE_SAMPLED_IMAGE`, `VK_DESCRIPTOR_TYPE_STORAGE_IMAGE` or `VK_DESCRIPTOR_TYPE_INPUT_ATTACHMENT`, the *imageView* and *imageLayout* members of any given element of *pImageInfo* must be a valid `VkImageView` and `VkImageLayout`, respectively
- If *descriptorType* is `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER` or `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC`, the *offset* member of any given element of *pBufferInfo* must be a multiple of `VkPhysicalDeviceLimits::minUniformBufferOffsetAlignment`
- If *descriptorType* is `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER` or `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC`, the *offset* member of any given element of *pBufferInfo* must be a multiple of `VkPhysicalDeviceLimits::minStorageBufferOffsetAlignment`
- If *descriptorType* is `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER` or `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC`, the *buffer* member of any given element of *pBufferInfo* must have been created with `VK_BUFFER_USAGE_UNIFORM_BUFFER_BIT` set
- If *descriptorType* is `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER` or `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC`, the *buffer* member of any given element of *pBufferInfo* must have been created with `VK_BUFFER_USAGE_STORAGE_BUFFER_BIT` set
- If *descriptorType* is `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER` or `VK_DESCRIPTOR_TYPE_UNIFORM_BUFFER_DYNAMIC`, the *range* member of any given element of *pBufferInfo* must be less than or equal to `VkPhysicalDeviceLimits::maxUniformBufferRange`
- If *descriptorType* is `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER` or `VK_DESCRIPTOR_TYPE_STORAGE_BUFFER_DYNAMIC`, the *range* member of any given element of *pBufferInfo* must be less than or equal to `VkPhysicalDeviceLimits::maxStorageBufferRange`
- If *descriptorType* is `VK_DESCRIPTOR_TYPE_UNIFORM_TEXEL_BUFFER`, the `VkBuffer` that any given ele-

#### 4.13.5 See Also

[vkUpdateDescriptorSets](#), [VkDescriptorImageInfo](#), [VkDescriptorBufferInfo](#), [VkDescriptorType](#)

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