VkDescriptorPool

```
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;
```

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

```
VkDescriptorPoolCreateInfo
sType = VK_STRUCTURE_TYPE_DESCRIPTOR_POOL_CREATE_INFO;
pNext = nullptr;
flags = 0;
maxSets;
poolSizeCount;
pPoolSizes;
```

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

VkDevice

VkDescriptorPool

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

VkDevice

VkDescriptorPool