VkFramebuffer

```
typedef enum VkFramebufferCreateFlagBits {
 // Provided by VK_VERSION_1_2
   VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT = 0x00000001,
 // Provided by VK_KHR_imageless_framebuffer VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT_KHR
      = VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT,
} VkFramebufferCreateFlagBits;
    VkFramebufferCreateInfo
     sType = VK_STRUCTURE_TYPE_FRAMEBUFFER_CREATE_INFO;
     pNext = nullptr;
    ►flags;
     renderPass; ←
                                        VkRenderPass
     attachmentCount;
     pAttachments;
                                        VklmageView
     width;
                                         must be aligned with
     height;
                                         VkRenderPassCreateInfo::pAttachments,
     layers; // usually 1
      VkResult vkCreateFramebuffer(
           VkDevice
                                              device,←
                                                                 VkDevice
          →const VkFramebufferCreateInfo* pCreateInfo,
           const VkAllocationCallbacks*
                                              pAllocator,
           VkFramebuffer*
                                              pFramebuffer-
                                                                VkFramebuffer
      );
      void vkDestroyFramebuffer(
                                           device,←
           VkDevice
                                                                 VkDevice
                                           framebuffer,
           VkFramebuffer
                                                                 VkFramebuffer
           const VkAllocationCallbacks* pAllocator
      );
```