VkSemaphore

```
VkSemaphoreCreateInfo
sType = VK_STRUCTURE_TYPE_SEMAPHORE_CREATE_INFO;
pNext = nullptr;
flags = 0;
```

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

VkDevice

VkSemaphore

```
void vkDestroySemaphore(
    VkDevice                        device,
    VkSemaphore                     semaphore,
    const VkAllocationCallbacks*    pAllocator
);
```

VkDevice

VkSemaphore

VkFence

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

```
VkFenceCreateInfo
sType = VK_STRUCTURE_TYPE_FENCE_CREATE_INFO;
pNext = nullptr;
flags;
```

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

VkDevice

VkFence

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

VkDevice

VkFence