VkSurface

```
VkResult glfwCreateWindowSurface (
    VkInstance                 instance,          VkInstance
    GLFWwindow*                window,
    const VkAllocationCallbacks* allocator,
    VkSurfaceKHR*              surface            VkSurfaceKHR
)
```

```
VkXcbSurfaceCreateInfoKHR{
sType = VK_STRUCTURE_TYPE_XCB_SURFACE_CREATE_INFO_KHR;
pNext = nullptr;
flags = 0;
xcb_connection_t* connection;
xcb_window_t      window;
```

```
VkResult vkCreateXcbSurfaceKHR(
    VkInstance                         instance,      VkInstance
    const VkXcbSurfaceCreateInfoKHR* pCreateInfo,
    const VkAllocationCallbacks*     pAllocator,
    VkSurfaceKHR*                    pSurface
);
```

```
void vkDestroySurfaceKHR(
    VkInstance                 instance,          VkInstance
    VkSurfaceKHR               surface;           VkSurfaceKHR
    const VkAllocationCallbacks* pAllocator // usually nullptr
);
```