

Vulkan Notes

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1 GLFW Commands

glfwInit() initialize window

glfwWindowHint() set properties of the window Some are:

- **GLFW_CLIENT_API**, **GLFW_NO_API** do not create an OpenGL context.
- **GLFW_RESIZABLE**, **GLFW_FALSE** do not allow resizing of windows.

glfwCreateWindow() with argument (800, 600, "Vulkan", nullptr, nullptr) creates a window and return a pointer to it. First two must be width and height, next is name. The fourth parameter allows you to optionally specify a monitor to open the window on and the last parameter is only relevant to OpenGL.

2 Initialization Commands and Structures

This follows from the Triangle and the initial chapter of VulkanProgramming Guide(OpenGL).

To create an instance of a structure in Vulkan one uses

```
VkResult vkCreateInstance(  
const vkInstanceCreateInfo*      pCreateInfo,  
const vkAllocationCallbacks*    pAllocator,  
VkInstance*      pInstance);
```

The structure inputted is a constant so that is only a source of information, and the instance returns the resulting instance data. The *instance* holds all the tracked states of the application.

The OpenGL programming guide uses the following convention:

pInstance pointer to instance

ppEnabledExtensionNames pointer to pointer to type in this case a const char.