

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(800, 600, "Vulkan", nullptr, nullptr) create 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.