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.

2   Initialization Commands and Structures

This follows from the drawingTriangle 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 OpenGL programming guide uses the following convention:

pInstance pointer to instance

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