

WebGPU specification contributions



Editors + @toji:

- Malicious use considerations
- Internal usage flags & updated rules
- Texture format capabilities
- New bindings:
 - Multi-sampled & depth textures
 - Depth-comparison sampler
- Primitive restart values
- Lots of fixes and reformatting
- Validation of
 - Draw, compute & render passes, Index formats, setBindGroup

@[Richard-Yunchao](#):

- Binding validation

And more from:

- Connor Fitzgerald (wgpu)
- Hao Li (Intel)
- Jeff Gilbert (Mozilla)
- Kunal Mohan (Servo GSoC)
- Tomek Ponitka (Google)

WebGPU spec: TODO



- More validation!
- More precise interface with WGSL
- Rasterization
- Compute model
- More...

<https://github.com/gpuweb/gpuweb/wiki/Table-of-Contents>