LunarG has released new Vulkan SDKs for Windows, Linux, and macOS based on the 1.1.130.0 header. This release includes maintenance updates, the latest extensions, and a link to the new Vulkan License Registry.

Overview of new additions to Vulkan SDK 1.1.130.0

- Licensing for the SDK is clarified with the release of the Vulkan License Registry. In addition, the SDK license has been updated.
- Improved validation layer coverage and bug fixes
- Since the release of SDK 1.1.126.0, the following extensions have been added to the Vulkan spec and may be supported by a Vulkan device. To query extensions available to a given physical device, call vkEnumerateDeviceExtensionProperties() or run vulkaninfo.
  - VK_EXT_tooling_info
  - VK_KHR_buffer_device_address
  - VK_KHR_performance_query
  - VK_KHR_separate_depth_stencil_layouts

Deprecation Notice

The vktrace and vkreplay tools currently included in this SDK will be removed in the next 3-6 months. It will be replaced with GFX Reconstruct. Vktrace/vkreplay will still be available via a github repository but will not be included in future SDKs.

For more information

Much of the documentation for this SDK is contained in the Getting Started Guides (Windows Getting Started Guide, Linux Getting Started Guide, macOS Getting Started Guide), found in the Documentation directory of the SDK and on this website. Please read the Release Notes for Linux, Release Notes for Windows, or Release Notes for macOS for additional information or go to the Vulkan SDK download site to download this new SDK.

LunarG's software engineering experts create innovative products and services for open source and commercial customers using leading-edge 3D graphics and compute technologies, including Vulkan, SPIR-V, OpenXR, and OpenGL. We have strengths in performance analysis and tuning, runtime and tools development, shader optimizations, driver development, and porting engines and applications to Vulkan.

For more information about LunarG, please check out our website.

By Erika Johnson | December 20th, 2019 | News