



LunarG released a new unified validation layer with Vulkan SDK 1.1.106.0 that provides new performance benefits. Read on for more information about the new layer and how to access a detailed white paper.

Unified Validation Layer for Vulkan Provides New Performance Benefits

LunarG has released a new white paper, written for experienced Vulkan developers, that describes the history and evolution of the canonical validation layers, and the recent creation of a single, unified validation layer, called the Khronos Validation layer. This new layer was released with **Vulkan SDK 1.1.106.0** and is now the main, comprehensive validation layer.

Since Vulkan was introduced, experience has led to the realization that having more validation layers is not necessarily better. A decision was made to consolidate the remaining validation layers ~~into a single~~

unified layer. This simplification provides benefits to Vulkan developers including significant performance improvements.

This new layer encompasses the entire functionality of the layers listed below, and supercedes them.

[VK_LAYER_LUNARG_core_validation](#)

[VK_LAYER_LUNARG_object_tracker](#)

[VK_LAYER_LUNARG_parameter_validation](#)

[VK_LAYER_GOOGLE_threading](#)

[VK_LAYER_GOOGLE_unique_objects](#)

As these five layers are deprecated, developers should use this new layer for all validation going forward.

Read this [new white paper](#) to learn more about the evolution of the Vulkan canonical layers, the development of this new unified layer, and the benefits that developers can expect.

Info about Lunarg, Inc.

LunarG's software engineering experts create innovative software solutions for open source and commercial customers using leading-edge 3D graphics and compute technologies, including Vulkan, OpenXR, SPIR-V, and OpenGL. We have strengths in performance analysis and tuning, runtime and tools development, shader optimizations, driver development, new feature development, and porting engines and applications to Vulkan. Our software engineering team is based in Fort Collins, Colorado. LunarG was founded by software experts who are passionate about 3D graphics.

For more information about Lunarg, check out our [website](#).

By [Erika Johnson](#) | April 24th, 2019 | [News](#)

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