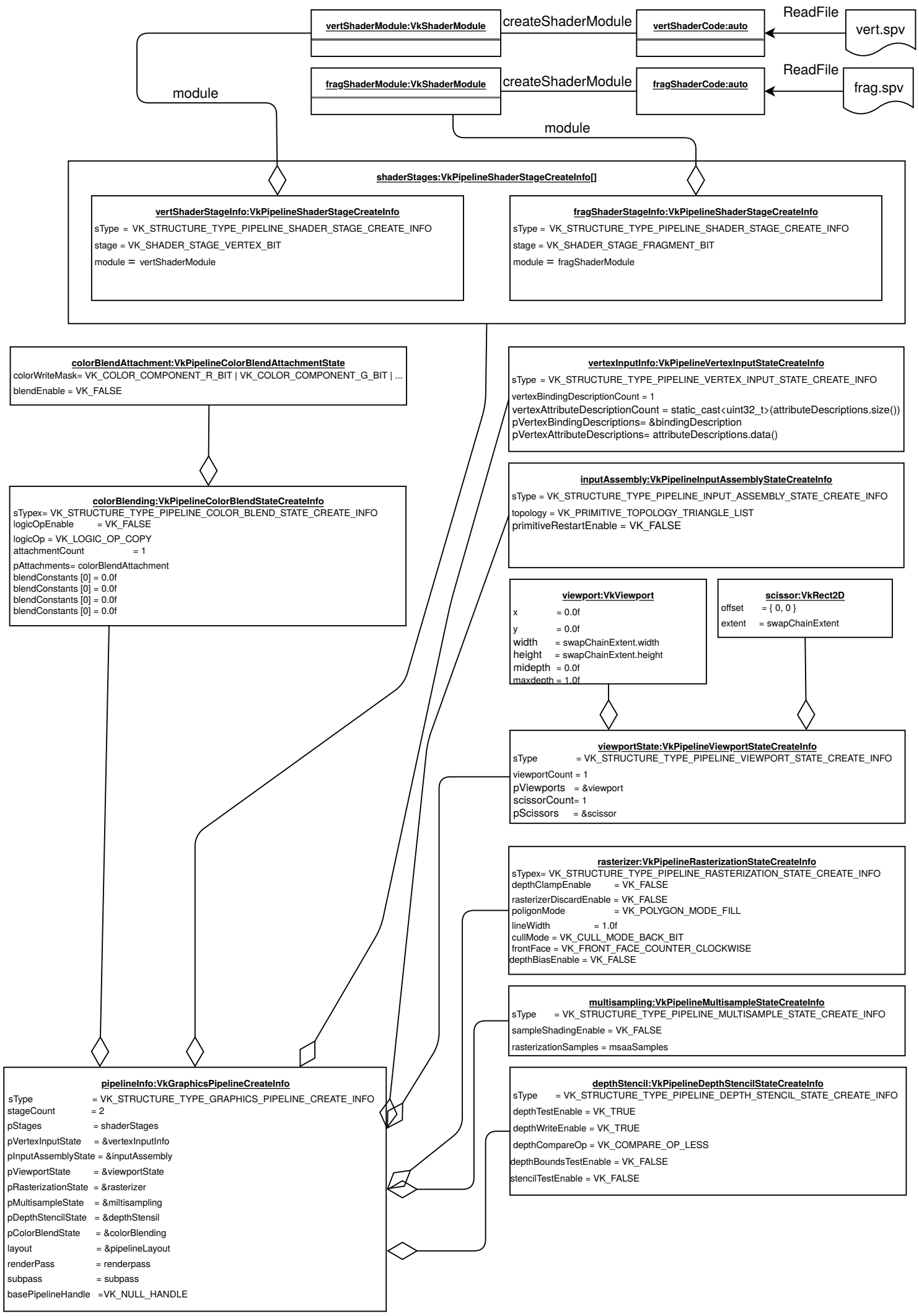
vertShaderModule:VkShaderModule
createShaderModule
vertShaderCode:auto
ReadFile
vert.spv
fragShaderModule:VkShaderModule
createShaderModule
fragShaderCode:auto
ReadFile
frag.spv
module
module
shaderStages:VkPipelineShaderStageCreateInfo[]
vertShaderStageInfo:VkPipelineShaderStageCreateInfo
sType = VK_STRUCTURE_TYPE_PIPELINE_SHADER_STAGE_CREATE_INFO
stage = VK_SHADER_STAGE_VERTEX_BIT
module = vertShaderModule
fragShaderStageInfo:VkPipelineShaderStageCreateInfo
sType = VK_STRUCTURE_TYPE_PIPELINE_SHADER_STAGE_CREATE_INFO
stage = VK_SHADER_STAGE_FRAGMENT_BIT
module = fragShaderModule
colorBlendAttachment:VkPipelineColorBlendAttachmentState
colorWriteMask= VK_COLOR_COMPONENT_R_BIT | VK_COLOR_COMPONENT_G_BIT | ...
blendEnable = VK_FALSE
vertexInputInfo:VkPipelineVertexInputStateCreateInfo
sType = VK_STRUCTURE_TYPE_PIPELINE_VERTEX_INPUT_STATE_CREATE_INFO
vertexBindingDescriptionCount = 1
vertexAttributeDescriptionCount = static_cast<uint32_t>(attributeDescriptions.size())
pVertexBindingDescriptions= &bindingDescription
pVertexAttributeDescriptions= attributeDescriptions.data()
colorBlending:VkPipelineColorBlendStateCreateInfo
sTypex= VK_STRUCTURE_TYPE_PIPELINE_COLOR_BLEND_STATE_CREATE_INFO
logicOpEnable = VK_FALSE
logicOp = VK_LOGIC_OP_COPY
attachmentCount = 1
pAttachments= colorBlendAttachment
blendConstants [0] = 0.0f
blendConstants [0] = 0.0f
blendConstants [0] = 0.0f
blendConstants [0] = 0.0f
inputAssembly:VkPipelineInputAssemblyStateCreateInfo
sType = VK_STRUCTURE_TYPE_PIPELINE_INPUT_ASSEMBLY_STATE_CREATE_INFO
topology = VK_PRIMITIVE_TOPOLOGY_TRIANGLE_LIST
primitiveRestartEnable = VK_FALSE
viewport:VkViewport
x = 0.0f
y = 0.0f
width = swapChainExtent.width
height = swapChainExtent.height
midepth = 0.0f
maxdepth = 1.0f
scissor:VkRect2D
offset = { 0, 0 }
extent = swapChainExtent
viewportState:VkPipelineViewportStateCreateInfo
sType = VK_STRUCTURE_TYPE_PIPELINE_VIEWPORT_STATE_CREATE_INFO
viewportCount = 1
pViewports = &viewport
scissorCount= 1
pScissors = &scissor
rasterizer:VkPipelineRasterizationStateCreateInfo
sTypex= VK_STRUCTURE_TYPE_PIPELINE_RASTERIZATION_STATE_CREATE_INFO
depthClampEnable = VK_FALSE
rasterizerDiscardEnable = VK_FALSE
poligonMode = VK_POLYGON_MODE_FILL
lineWidth = 1.0f
cullMode = VK_CULL_MODE_BACK_BIT
frontFace = VK_FRONT_FACE_COUNTER_CLOCKWISE
depthBiasEnable = VK_FALSE
multisampling:VkPipelineMultisampleStateCreateInfo
sType = VK_STRUCTURE_TYPE_PIPELINE_MULTISAMPLE_STATE_CREATE_INFO
sampleShadingEnable = VK_FALSE
rasterizationSamples = msaaSamples
pipelineInfo:VkGraphicsPipelineCreateInfo
sType = VK_STRUCTURE_TYPE_GRAPHICS_PIPELINE_CREATE_INFO
stageCount = 2
pStages = shaderStages
pVertexInputState = &vertexInputInfo
pInputAssemblyState = &inputAssembly
pViewportState = &viewportState
pRasterizationState = &rasterizer
pMultisampleState = &miltisampling
pDepthStencilState = &depthStensil
pColorBlendState = &colorBlending
layout = &pipelineLayout
renderPass = renderpass
subpass = subpass
basePipelineHandle =VK_NULL_HANDLE
depthStencil:VkPipelineDepthStencilStateCreateInfo
sType = VK_STRUCTURE_TYPE_PIPELINE_DEPTH_STENCIL_STATE_CREATE_INFO
depthTestEnable = VK_TRUE
depthWriteEnable = VK_TRUE
depthCompareOp = VK_COMPARE_OP_LESS
depthBoundsTestEnable = VK_FALSE
stencilTestEnable = VK_FALSE