

描画

アイコンについて:      対応      非対応 (文字がグレーの箇所は非対応です)      以前の版から更新あり

Vulkan

ハードウェアバージョン ※	1.1.0
ハードウェアレベル ※	1
コンピュータレベル ※	0
DEQP_LEVEL ※	2020-3-1

OpenGL ES 1.0/1.1

Vendor ※	ARM
Renderer ※	Mali-G52 MC2
Extensions ※	GL_ARM_rgba8 GL_EXT_blend_minmax GL_EXT_debug_marker GL_EXT_discard_framebuffer GL_EXT_multisampled_render_to_texture GL_EXT_read_format_bgra GL_EXT_robustness GL_EXT_sRGB GL_EXT_texture_compression_astc_decode_mode GL_EXT_texture_compression_astc_decode_mode_rgb9e5 GL_EXT_texture_filter_anisotropic GL_EXT_texture_format_BGRA8888 GL_EXT_texture_storage GL_KHR_debug GL_KHR_texture_compression_astc_hdr GL_KHR_texture_compression_astc_ldr GL_KHR_texture_compression_astc_sliced_3d GL_OES_EGL_image GL_OES_EGL_image_external GL_OES_EGL_sync GL_OES_blend_equation_separate GL_OES_blend_func_separate GL_OES_blend_subtract GL_OES_byte_coordinates GL_OES_compressed_ETC1_RGB8_texture GL_OES_compressed_paletted_texture GL_OES_depth24 GL_OES_draw_texture GL_OES_element_index_uint GL_OES_extended_matrix_palette GL_OES_fbo_render_mipmap GL_OES_fixed_point GL_OES_framebuffer_object GL_OES_mapbuffer GL_OES_matrix_get GL_OES_matrix_palette GL_OES_packed_depth_stencil GL_OES_point_size_array GL_OES_point_sprite GL_OES_query_matrix GL_OES_read_format

	GL_OES_required_internalformat GL_OES_rgb8_rgba8 GL_OES_single_precision GL_OES_stencil8 GL_OES_stencil_wrap GL_OES_surfaceless_context GL_OES_texture_compression_astc GL_OES_texture_cube_map GL_OES_texture_mirrored_repeat GL_OES_texture_npot GL_OES_vertex_array_object GL_OES_vertex_half_float	<a href="#">▲閉じる</a>
ETC1 texture compressionのサポート ※	対応	

## OpenGL ES 2.0

Vendor ※	ARM
Renderer ※	Mali-G52 MC2
Extensions ※	GL_ANDROID_extension_pack_es31a GL_ARM_mali_program_binary GL_ARM_mali_shader_binary GL_ARM_rgba8 GL_ARM_shader_framebuffer_fetch GL_ARM_shader_framebuffer_fetch_depth_stencil GL_ARM_texture_unnormalized_coordinates GL_EXT_EGL_image_array GL_EXT_YUV_target GL_EXT_blend_minmax GL_EXT_buffer_storage GL_EXT_color_buffer_float GL_EXT_color_buffer_half_float GL_EXT_copy_image GL_EXT_debug_marker GL_EXT_discard_framebuffer GL_EXT_disjoint_timer_query GL_EXT_draw_buffers_indexed GL_EXT_draw_elements_base_vertex GL_EXT_external_buffer GL_EXT_geometry_shader GL_EXT_gpu_shader5 GL_EXT_multisampled_render_to_texture GL_EXT_multisampled_render_to_texture2 GL_EXT_occlusion_query_boolean GL_EXT_primitive_bounding_box GL_EXT_protected_textures GL_EXT_read_format_bgra GL_EXT_robustness GL_EXT_sRGB GL_EXT_sRGB_write_control GL_EXT_shader_io_blocks GL_EXT_shader_non_constant_global_initializers GL_EXT_shader_pixel_local_storage GL_EXT_shadow_samplers GL_EXT_tessellation_shader GL_EXT_texture_border_clamp GL_EXT_texture_buffer GL_EXT_texture_compression_astc_decode_mode

GL\_EXT\_texture\_compression\_astc\_decode\_mode\_rgb9e5  
GL\_EXT\_texture\_cube\_map\_array  
GL\_EXT\_texture\_filter\_anisotropic  
GL\_EXT\_texture\_format\_BGRA8888  
GL\_EXT\_texture\_rg  
GL\_EXT\_texture\_sRGB\_R8  
GL\_EXT\_texture\_sRGB\_RG8  
GL\_EXT\_texture\_sRGB\_decode  
GL\_EXT\_texture\_storage  
GL\_EXT\_texture\_type\_2\_10\_10\_10\_REV  
GL\_KHR\_blend\_equation\_advanced  
GL\_KHR\_blend\_equation\_advanced\_coherent  
GL\_KHR\_debug  
GL\_KHR\_robust\_buffer\_access\_behavior  
GL\_KHR\_robustness  
GL\_KHR\_texture\_compression\_astc\_hdr  
GL\_KHR\_texture\_compression\_astc\_ldr  
GL\_KHR\_texture\_compression\_astc\_sliced\_3d  
GL\_OES\_EGL\_image  
GL\_OES\_EGL\_image\_external  
GL\_OES\_EGL\_image\_external\_essl3  
GL\_OES\_EGL\_sync  
GL\_OES\_compressed\_ETC1\_RGB8\_texture  
GL\_OES\_compressed\_paletted\_texture  
GL\_OES\_copy\_image  
GL\_OES\_depth24  
GL\_OES\_depth\_texture  
GL\_OES\_depth\_texture\_cube\_map  
GL\_OES\_draw\_buffers\_indexed  
GL\_OES\_draw\_elements\_base\_vertex  
GL\_OES\_element\_index\_uint  
GL\_OES\_fbo\_render\_mipmap  
GL\_OES\_geometry\_shader  
GL\_OES\_get\_program\_binary  
GL\_OES\_gpu\_shader5  
GL\_OES\_mapbuffer  
GL\_OES\_packed\_depth\_stencil  
GL\_OES\_primitive\_bounding\_box  
GL\_OES\_required\_internalformat  
GL\_OES\_rgb8\_rgba8  
GL\_OES\_sample\_shading  
GL\_OES\_sample\_variables  
GL\_OES\_shader\_image\_atomic  
GL\_OES\_shader\_io\_blocks  
GL\_OES\_shader\_multisample\_interpolation  
GL\_OES\_standard\_derivatives  
GL\_OES\_surfaceless\_context  
GL\_OES\_tessellation\_shader  
GL\_OES\_texture\_3D  
GL\_OES\_texture\_border\_clamp  
GL\_OES\_texture\_buffer  
GL\_OES\_texture\_compression\_astc  
GL\_OES\_texture\_cube\_map\_array  
GL\_OES\_texture\_npot  
GL\_OES\_texture\_stencil8  
GL\_OES\_texture\_storage\_multisample\_2d\_array  
GL\_OES\_vertex\_array\_object  
GL\_OES\_vertex\_half\_float  
GL\_OVR\_multiview  
GL\_OVR\_multiview2  
GL\_OVR\_multiview\_multisampled\_render\_to\_texture

ETC1 texture compressionのサポート ※

対応

## OpenGL ES 3.0

Vendor ※	ARM
Renderer ※	Mali-G52 MC2
Extensions ※	GL_ANDROID_extension_pack_es31a GL_ARM_mali_program_binary GL_ARM_mali_shader_binary GL_ARM_rgba8 GL_ARM_shader_framebuffer_fetch GL_ARM_shader_framebuffer_fetch_depth_stencil GL_ARM_texture_unnormalized_coordinates GL_EXT_EGL_image_array GL_EXT_YUV_target GL_EXT_blend_minmax GL_EXT_buffer_storage GL_EXT_color_buffer_float GL_EXT_color_buffer_half_float GL_EXT_copy_image GL_EXT_debug_marker GL_EXT_discard_framebuffer GL_EXT_disjoint_timer_query GL_EXT_draw_buffers_indexed GL_EXT_draw_elements_base_vertex GL_EXT_external_buffer GL_EXT_geometry_shader GL_EXT_gpu_shader5 GL_EXT_multisampled_render_to_texture GL_EXT_multisampled_render_to_texture2 GL_EXT_occlusion_query_boolean GL_EXT_primitive_bounding_box GL_EXT_protected_textures GL_EXT_read_format_bgra GL_EXT_robustness GL_EXT_sRGB GL_EXT_sRGB_write_control GL_EXT_shader_io_blocks GL_EXT_shader_non_constant_global_initializers GL_EXT_shader_pixel_local_storage GL_EXT_shadow_samplers GL_EXT_tessellation_shader GL_EXT_texture_border_clamp GL_EXT_texture_buffer GL_EXT_texture_compression_astc_decode_mode GL_EXT_texture_compression_astc_decode_mode_rgb9e5 GL_EXT_texture_cube_map_array GL_EXT_texture_filter_anisotropic GL_EXT_texture_format_BGRA8888 GL_EXT_texture_rg GL_EXT_texture_sRGB_R8 GL_EXT_texture_sRGB_RG8 GL_EXT_texture_sRGB_decode GL_EXT_texture_storage GL_EXT_texture_type_2_10_10_10_REV GL_KHR_blend_equation_advanced

	GL_KHR_blend_equation_advanced_coherent GL_KHR_debug GL_KHR_robust_buffer_access_behavior GL_KHR_robustness GL_KHR_texture_compression_astc_hdr GL_KHR_texture_compression_astc_ldr GL_KHR_texture_compression_astc_sliced_3d GL_OES_EGL_image GL_OES_EGL_image_external GL_OES_EGL_image_external_essl3 GL_OES_EGL_sync GL_OES_compressed_ETC1_RGB8_texture GL_OES_compressed_paletted_texture GL_OES_copy_image GL_OES_depth24 GL_OES_depth_texture GL_OES_depth_texture_cube_map GL_OES_draw_buffers_indexed GL_OES_draw_elements_base_vertex GL_OES_element_index_uint GL_OES_fbo_render_mipmap GL_OES_geometry_shader GL_OES_get_program_binary GL_OES_gpu_shader5 GL_OES_mapbuffer GL_OES_packed_depth_stencil GL_OES_primitive_bounding_box GL_OES_required_internalformat GL_OES_rgb8_rgba8 GL_OES_sample_shading GL_OES_sample_variables GL_OES_shader_image_atomic GL_OES_shader_io_blocks GL_OES_shader_multisample_interpolation GL_OES_standard_derivatives GL_OES_surfaceless_context GL_OES_tessellation_shader GL_OES_texture_3D GL_OES_texture_border_clamp GL_OES_texture_buffer GL_OES_texture_compression_astc GL_OES_texture_cube_map_array GL_OES_texture_npot GL_OES_texture_stencil8 GL_OES_texture_storage_multisample_2d_array GL_OES_vertex_array_object GL_OES_vertex_half_float GL_OVR_multiview GL_OVR_multiview2
	<a href="#">▲閉じる</a>
ETC1 texture compressionのサポート ※	対応

## OpenGL ES 3.1

Vendor ※	ARM
Renderer ※	Mali-G52 MC2
Extensions ※	GL_ANDROID_extension_pack_es31a

GL\_ARM\_mali\_program\_binary  
GL\_ARM\_mali\_shader\_binary  
GL\_ARM\_rgba8  
GL\_ARM\_shader\_framebuffer\_fetch  
GL\_ARM\_shader\_framebuffer\_fetch\_depth\_stencil  
GL\_ARM\_texture\_unnormalized\_coordinates  
GL\_EXT\_EGL\_image\_array  
GL\_EXT\_YUV\_target  
GL\_EXT\_blend\_minmax  
GL\_EXT\_buffer\_storage  
GL\_EXT\_color\_buffer\_float  
GL\_EXT\_color\_buffer\_half\_float  
GL\_EXT\_copy\_image  
GL\_EXT\_debug\_marker  
GL\_EXT\_discard\_framebuffer  
GL\_EXT\_disjoint\_timer\_query  
GL\_EXT\_draw\_buffers\_indexed  
GL\_EXT\_draw\_elements\_base\_vertex  
GL\_EXT\_external\_buffer  
GL\_EXT\_geometry\_shader  
GL\_EXT\_gpu\_shader5  
GL\_EXT\_multisampled\_render\_to\_texture  
GL\_EXT\_multisampled\_render\_to\_texture2  
GL\_EXT\_occlusion\_query\_boolean  
GL\_EXT\_primitive\_bounding\_box  
GL\_EXT\_protected\_textures  
GL\_EXT\_read\_format\_bgra  
GL\_EXT\_robustness  
GL\_EXT\_sRGB  
GL\_EXT\_sRGB\_write\_control  
GL\_EXT\_shader\_io\_blocks  
GL\_EXT\_shader\_non\_constant\_global\_initializers  
GL\_EXT\_shader\_pixel\_local\_storage  
GL\_EXT\_shadow\_samplers  
GL\_EXT\_tessellation\_shader  
GL\_EXT\_texture\_border\_clamp  
GL\_EXT\_texture\_buffer  
GL\_EXT\_texture\_compression\_astc\_decode\_mode  
GL\_EXT\_texture\_compression\_astc\_decode\_mode\_rgb9e5  
GL\_EXT\_texture\_cube\_map\_array  
GL\_EXT\_texture\_filter\_anisotropic  
GL\_EXT\_texture\_format\_BGRA8888  
GL\_EXT\_texture\_rg  
GL\_EXT\_texture\_sRGB\_R8  
GL\_EXT\_texture\_sRGB\_RG8  
GL\_EXT\_texture\_sRGB\_decode  
GL\_EXT\_texture\_storage  
GL\_EXT\_texture\_type\_2\_10\_10\_10\_REV  
GL\_KHR\_blend\_equation\_advanced  
GL\_KHR\_blend\_equation\_advanced\_coherent  
GL\_KHR\_debug  
GL\_KHR\_robust\_buffer\_access\_behavior  
GL\_KHR\_robustness  
GL\_KHR\_texture\_compression\_astc\_hdr  
GL\_KHR\_texture\_compression\_astc\_ldr  
GL\_KHR\_texture\_compression\_astc\_sliced\_3d  
GL\_OES\_EGL\_image  
GL\_OES\_EGL\_image\_external  
GL\_OES\_EGL\_image\_external\_essl3  
GL\_OES\_EGL\_sync  
GL\_OES\_compressed\_ETC1\_RGB8\_texture

	GL_OES_compressed_paletted_texture GL_OES_copy_image GL_OES_depth24 GL_OES_depth_texture GL_OES_depth_texture_cube_map GL_OES_draw_buffers_indexed GL_OES_draw_elements_base_vertex GL_OES_element_index_uint GL_OES_fbo_render_mipmap GL_OES_geometry_shader GL_OES_get_program_binary GL_OES_gpu_shader5 GL_OES_mapbuffer GL_OES_packed_depth_stencil GL_OES_primitive_bounding_box GL_OES_required_internalformat GL_OES_rgb8_rgba8 GL_OES_sample_shading GL_OES_sample_variables GL_OES_shader_image_atomic GL_OES_shader_io_blocks GL_OES_shader_multisample_interpolation GL_OES_standard_derivatives GL_OES_surfaceless_context GL_OES_tessellation_shader GL_OES_texture_3D GL_OES_texture_border_clamp GL_OES_texture_buffer GL_OES_texture_compression_astc GL_OES_texture_cube_map_array GL_OES_texture_npot GL_OES_texture_stencil8 GL_OES_texture_storage_multisample_2d_array GL_OES_vertex_array_object GL_OES_vertex_half_float GL_OVR_multiview GL_OVR_multiview2
	<a href="#">▲閉じる</a>
ETC1 texture compressionのサポート ※	対応
Android Extension Pack(AEP)対応 ※	対応

## OpenGL ES 3.2

Vendor ※	ARM
Renderer ※	Mali-G52 MC2
Extensions ※	GL_ANDROID_extension_pack_es31a GL_ARM_mali_program_binary GL_ARM_mali_shader_binary GL_ARM_rgba8 GL_ARM_shader_framebuffer_fetch GL_ARM_shader_framebuffer_fetch_depth_stencil GL_ARM_texture_unnormalized_coordinates GL_EXT_EGL_image_array GL_EXT_YUV_target GL_EXT_blend_minmax GL_EXT_buffer_storage GL_EXT_color_buffer_float

GL\_EXT\_color\_buffer\_half\_float  
GL\_EXT\_copy\_image  
GL\_EXT\_debug\_marker  
GL\_EXT\_discard\_framebuffer  
GL\_EXT\_disjoint\_timer\_query  
GL\_EXT\_draw\_buffers\_indexed  
GL\_EXT\_draw\_elements\_base\_vertex  
GL\_EXT\_external\_buffer  
GL\_EXT\_geometry\_shader  
GL\_EXT\_gpu\_shader5  
GL\_EXT\_multisampled\_render\_to\_texture  
GL\_EXT\_multisampled\_render\_to\_texture2  
GL\_EXT\_occlusion\_query\_boolean  
GL\_EXT\_primitive\_bounding\_box  
GL\_EXT\_protected\_textures  
GL\_EXT\_read\_format\_bgra  
GL\_EXT\_robustness  
GL\_EXT\_sRGB  
GL\_EXT\_sRGB\_write\_control  
GL\_EXT\_shader\_io\_blocks  
GL\_EXT\_shader\_non\_constant\_global\_initializers  
GL\_EXT\_shader\_pixel\_local\_storage  
GL\_EXT\_shadow\_samplers  
GL\_EXT\_tessellation\_shader  
GL\_EXT\_texture\_border\_clamp  
GL\_EXT\_texture\_buffer  
GL\_EXT\_texture\_compression\_astc\_decode\_mode  
GL\_EXT\_texture\_compression\_astc\_decode\_mode\_rgb9e5  
GL\_EXT\_texture\_cube\_map\_array  
GL\_EXT\_texture\_filter\_anisotropic  
GL\_EXT\_texture\_format\_BGRA8888  
GL\_EXT\_texture\_rg  
GL\_EXT\_texture\_sRGB\_R8  
GL\_EXT\_texture\_sRGB\_RG8  
GL\_EXT\_texture\_sRGB\_decode  
GL\_EXT\_texture\_storage  
GL\_EXT\_texture\_type\_2\_10\_10\_10\_REV  
GL\_KHR\_blend\_equation\_advanced  
GL\_KHR\_blend\_equation\_advanced\_coherent  
GL\_KHR\_debug  
GL\_KHR\_robust\_buffer\_access\_behavior  
GL\_KHR\_robustness  
GL\_KHR\_texture\_compression\_astc\_hdr  
GL\_KHR\_texture\_compression\_astc\_ldr  
GL\_KHR\_texture\_compression\_astc\_sliced\_3d  
GL\_OES\_EGL\_image  
GL\_OES\_EGL\_image\_external  
GL\_OES\_EGL\_image\_external\_essl3  
GL\_OES\_EGL\_sync  
GL\_OES\_compressed\_ETC1\_RGB8\_texture  
GL\_OES\_compressed\_paletted\_texture  
GL\_OES\_copy\_image  
GL\_OES\_depth24  
GL\_OES\_depth\_texture  
GL\_OES\_depth\_texture\_cube\_map  
GL\_OES\_draw\_buffers\_indexed  
GL\_OES\_draw\_elements\_base\_vertex  
GL\_OES\_element\_index\_uint  
GL\_OES\_fbo\_render\_mipmap  
GL\_OES\_geometry\_shader  
GL\_OES\_get\_program\_binary

	GL_OES_gpu_shader5 GL_OES_mapbuffer GL_OES_packed_depth_stencil GL_OES_primitive_bounding_box GL_OES_required_internalformat GL_OES_rgb8_rgba8 GL_OES_sample_shading GL_OES_sample_variables GL_OES_shader_image_atomic GL_OES_shader_io_blocks GL_OES_shader_multisample_interpolation GL_OES_standard_derivatives GL_OES_surfaceless_context GL_OES_tessellation_shader GL_OES_texture_3D GL_OES_texture_border_clamp GL_OES_texture_buffer GL_OES_texture_compression_astc GL_OES_texture_cube_map_array GL_OES_texture_npot GL_OES_texture_stencil8 GL_OES_texture_storage_multisample_2d_array GL_OES_vertex_array_object GL_OES_vertex_half_float GL_OVR_multiview GL_OVR_multiview2 GL_OVR_multiview_multisampled_render_to_texture
ETC1 texture compressionのサポート ※	対応
Android Extension Pack(AEP)対応 ※	対応

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## EGL 1.4

Vendor ※	Android
Extensions ※	EGL_ANDROID_front_buffer_auto_refresh EGL_ANDROID_get_frame_timestamps EGL_ANDROID_get_native_client_buffer EGL_ANDROID_image_native_buffer EGL_ANDROID_presentation_time EGL_ANDROID_recordable EGL_EXT_create_context_robustness EGL_EXT_image_gl_colorspace EGL_EXT_pixel_format_float EGL_EXT_surface_CTA861_3_metadata EGL_EXT_surface_SMPTE2086_metadata EGL_IMG_context_priority EGL_KHR_config_attribs EGL_KHR_create_context EGL_KHR_fence_sync EGL_KHR_get_all_proc_addresses EGL_KHR_gl_colorspace EGL_KHR_gl_renderbuffer_image EGL_KHR_gl_texture_2D_image EGL_KHR_gl_texture_cubemap_image EGL_KHR_image EGL_KHR_image_base EGL_KHR_mutable_render_buffer EGL_KHR_no_config_context

	EGL_KHR_partial_update EGL_KHR_surfaceless_context EGL_KHR_swap_buffers_with_damage EGL_KHR_wait_sync	<a href="#">▲閉じる</a>
configure ※	EGL_CONFIG_ID=1 EGL_ALPHA_MASK_SIZE=8(bit) EGL_ALPHA_SIZE=8(bit) EGL_BIND_TO_TEXTURE_RGB=FALSE EGL_BIND_TO_TEXTURE_RGBA=TRUE EGL_BLUE_SIZE=8(bit) EGL_BUFFER_SIZE=32(bit) EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT EGL_DEPTH_SIZE=0(bit) EGL_GREEN_SIZE=8(bit) EGL_LEVEL=0 EGL_LUMINANCE_SIZE=0(bit) EGL_MAX_PBUFFER_HEIGHT=8192 EGL_MAX_PBUFFER_PIXELS=67108864(px) EGL_MAX_PBUFFER_WIDTH=8192 EGL_MAX_SWAP_INTERVAL=1 EGL_MIN_SWAP_INTERVAL=0 EGL_NATIVE_RENDERABLE=FALSE EGL_RED_SIZE=8(bit) EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT EGL_SAMPLE_BUFFERS=0 EGL_SAMPLES=0(px) EGL_STENCIL_SIZE=0(bit) EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT EGL_TRANSPARENT_BLUE_VALUE=0 EGL_TRANSPARENT_GREEN_VALUE=0 EGL_TRANSPARENT_RED_VALUE=0 EGL_TRANSPARENT_TYPE=EGL_NONE EGL_CONFIG_ID=2 EGL_ALPHA_MASK_SIZE=8(bit) EGL_ALPHA_SIZE=8(bit) EGL_BIND_TO_TEXTURE_RGB=FALSE EGL_BIND_TO_TEXTURE_RGBA=TRUE EGL_BLUE_SIZE=8(bit) EGL_BUFFER_SIZE=32(bit) EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT EGL_DEPTH_SIZE=24(bit) EGL_GREEN_SIZE=8(bit) EGL_LEVEL=0 EGL_LUMINANCE_SIZE=0(bit) EGL_MAX_PBUFFER_HEIGHT=8192 EGL_MAX_PBUFFER_PIXELS=67108864(px) EGL_MAX_PBUFFER_WIDTH=8192 EGL_MAX_SWAP_INTERVAL=1 EGL_MIN_SWAP_INTERVAL=0 EGL_NATIVE_RENDERABLE=FALSE EGL_RED_SIZE=8(bit) EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT EGL_SAMPLE_BUFFERS=0	

EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_RESERVED\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=0  
EGL\_TRANSPARENT\_GREEN\_VALUE=0  
EGL\_TRANSPARENT\_RED\_VALUE=0  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=3  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=8(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=32(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=8192  
EGL\_MAX\_PBUFFER\_PIXELS=67108864(px)  
EGL\_MAX\_PBUFFER\_WIDTH=8192  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=FALSE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_RESERVED\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=0  
EGL\_TRANSPARENT\_GREEN\_VALUE=0  
EGL\_TRANSPARENT\_RED\_VALUE=0  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=4  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=8(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=32(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=8192  
EGL\_MAX\_PBUFFER\_PIXELS=67108864(px)  
EGL\_MAX\_PBUFFER\_WIDTH=8192  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=FALSE  
EGL\_RED\_SIZE=8(bit)

EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=4(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=0  
EGL\_TRANSPARENT\_GREEN\_VALUE=0  
EGL\_TRANSPARENT\_RED\_VALUE=0  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=5  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=5(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=8192  
EGL\_MAX\_PBUFFER\_PIXELS=67108864(px)  
EGL\_MAX\_PBUFFER\_WIDTH=8192  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=FALSE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=0  
EGL\_TRANSPARENT\_GREEN\_VALUE=0  
EGL\_TRANSPARENT\_RED\_VALUE=0  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=6  
EGL\_ALPHA\_MASK\_SIZE=8(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=5(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=8192  
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EGL\_MAX\_PBUFFER\_WIDTH=8192  
EGL\_MAX\_SWAP\_INTERVAL=1

EGL\_MIN\_SWAP\_INTERVAL=0  
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EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=0  
EGL\_TRANSPARENT\_GREEN\_VALUE=0  
EGL\_TRANSPARENT\_RED\_VALUE=0  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=7  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=5(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=8192  
EGL\_MAX\_PBUFFER\_PIXELS=67108864(px)  
EGL\_MAX\_PBUFFER\_WIDTH=8192  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=FALSE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=0  
EGL\_TRANSPARENT\_GREEN\_VALUE=0  
EGL\_TRANSPARENT\_RED\_VALUE=0  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=8  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=5(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_MAX\_PBUFFER\_PIXELS=67108864(px)  
EGL\_MAX\_PBUFFER\_WIDTH=8192  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=FALSE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=4(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=0  
EGL\_TRANSPARENT\_GREEN\_VALUE=0  
EGL\_TRANSPARENT\_RED\_VALUE=0  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=9  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=24(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=8192  
EGL\_MAX\_PBUFFER\_PIXELS=67108864(px)  
EGL\_MAX\_PBUFFER\_WIDTH=8192  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=FALSE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=0  
EGL\_TRANSPARENT\_GREEN\_VALUE=0  
EGL\_TRANSPARENT\_RED\_VALUE=0  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=10  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=24(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=8(bit)

EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=8192  
EGL\_MAX\_PBUFFER\_PIXELS=67108864(px)  
EGL\_MAX\_PBUFFER\_WIDTH=8192  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=FALSE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=0  
EGL\_TRANSPARENT\_GREEN\_VALUE=0  
EGL\_TRANSPARENT\_RED\_VALUE=0  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=11  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=24(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=8192  
EGL\_MAX\_PBUFFER\_PIXELS=67108864(px)  
EGL\_MAX\_PBUFFER\_WIDTH=8192  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=FALSE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=4(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=0  
EGL\_TRANSPARENT\_GREEN\_VALUE=0  
EGL\_TRANSPARENT\_RED\_VALUE=0  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=12  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=24(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B

IT

EGL\_DEPTH\_SIZE=24(bit)

EGL\_GREEN\_SIZE=8(bit)

EGL\_LEVEL=0

EGL\_LUMINANCE\_SIZE=0(bit)

EGL\_MAX\_PBUFFER\_HEIGHT=8192

EGL\_MAX\_PBUFFER\_PIXELS=67108864(px)

EGL\_MAX\_PBUFFER\_WIDTH=8192

EGL\_MAX\_SWAP\_INTERVAL=1

EGL\_MIN\_SWAP\_INTERVAL=0

EGL\_NATIVE\_RENDERABLE=FALSE

EGL\_RED\_SIZE=8(bit)

EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT

EGL\_SAMPLE\_BUFFERS=1

EGL\_SAMPLES=4(px)

EGL\_STENCIL\_SIZE=8(bit)

EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_WINDOW\_BIT

EGL\_TRANSPARENT\_BLUE\_VALUE=0

EGL\_TRANSPARENT\_GREEN\_VALUE=0

EGL\_TRANSPARENT\_RED\_VALUE=0

EGL\_TRANSPARENT\_TYPE=EGL\_NONE

EGL\_CONFIG\_ID=13

EGL\_ALPHA\_MASK\_SIZE=0(bit)

EGL\_ALPHA\_SIZE=1(bit)

EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE

EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE

EGL\_BLUE\_SIZE=5(bit)

EGL\_BUFFER\_SIZE=16(bit)

EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER

EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT

IT

EGL\_DEPTH\_SIZE=24(bit)

EGL\_GREEN\_SIZE=5(bit)

EGL\_LEVEL=0

EGL\_LUMINANCE\_SIZE=0(bit)

EGL\_MAX\_PBUFFER\_HEIGHT=8192

EGL\_MAX\_PBUFFER\_PIXELS=67108864(px)

EGL\_MAX\_PBUFFER\_WIDTH=8192

EGL\_MAX\_SWAP\_INTERVAL=1

EGL\_MIN\_SWAP\_INTERVAL=0

EGL\_NATIVE\_RENDERABLE=FALSE

EGL\_RED\_SIZE=5(bit)

EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT

EGL\_SAMPLE\_BUFFERS=0

EGL\_SAMPLES=0(px)

EGL\_STENCIL\_SIZE=8(bit)

EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT

EGL\_TRANSPARENT\_BLUE\_VALUE=0

EGL\_TRANSPARENT\_GREEN\_VALUE=0

EGL\_TRANSPARENT\_RED\_VALUE=0

EGL\_TRANSPARENT\_TYPE=EGL\_NONE

EGL\_CONFIG\_ID=14

EGL\_ALPHA\_MASK\_SIZE=0(bit)

EGL\_ALPHA\_SIZE=1(bit)

EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE

EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE

EGL\_BLUE\_SIZE=5(bit)

EGL\_BUFFER\_SIZE=16(bit)

EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=5(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=8192  
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EGL\_MAX\_PBUFFER\_WIDTH=8192  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=FALSE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=4(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=0  
EGL\_TRANSPARENT\_GREEN\_VALUE=0  
EGL\_TRANSPARENT\_RED\_VALUE=0  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=15  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=4(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=4(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=4(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_MAX\_PBUFFER\_PIXELS=67108864(px)  
EGL\_MAX\_PBUFFER\_WIDTH=8192  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=FALSE  
EGL\_RED\_SIZE=4(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=0  
EGL\_TRANSPARENT\_GREEN\_VALUE=0  
EGL\_TRANSPARENT\_RED\_VALUE=0  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=16  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=4(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=4(bit)

EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=4(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=FALSE  
EGL\_RED\_SIZE=4(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=4(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=0  
EGL\_TRANSPARENT\_GREEN\_VALUE=0  
EGL\_TRANSPARENT\_RED\_VALUE=0  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=17  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=8(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=32(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=8192  
EGL\_MAX\_PBUFFER\_PIXELS=67108864(px)  
EGL\_MAX\_PBUFFER\_WIDTH=8192  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=FALSE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=8(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=0  
EGL\_TRANSPARENT\_GREEN\_VALUE=0  
EGL\_TRANSPARENT\_RED\_VALUE=0  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=18  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE

EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=5(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=8192  
EGL\_MAX\_PBUFFER\_PIXELS=67108864(px)  
EGL\_MAX\_PBUFFER\_WIDTH=8192  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=FALSE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=8(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=0  
EGL\_TRANSPARENT\_GREEN\_VALUE=0  
EGL\_TRANSPARENT\_RED\_VALUE=0  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=19  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=24(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=8192  
EGL\_MAX\_PBUFFER\_PIXELS=67108864(px)  
EGL\_MAX\_PBUFFER\_WIDTH=8192  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=FALSE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=8(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=0  
EGL\_TRANSPARENT\_GREEN\_VALUE=0  
EGL\_TRANSPARENT\_RED\_VALUE=0  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=20

EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=8(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=32(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=8192  
EGL\_MAX\_PBUFFER\_PIXELS=67108864(px)  
EGL\_MAX\_PBUFFER\_WIDTH=8192  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=FALSE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=16(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=0  
EGL\_TRANSPARENT\_GREEN\_VALUE=0  
EGL\_TRANSPARENT\_RED\_VALUE=0  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=21  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=5(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=8192  
EGL\_MAX\_PBUFFER\_PIXELS=67108864(px)  
EGL\_MAX\_PBUFFER\_WIDTH=8192  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=FALSE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=16(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=0  
EGL\_TRANSPARENT\_GREEN\_VALUE=0

	EGL_TRANSPARENT_RED_VALUE=0 EGL_TRANSPARENT_TYPE=EGL_NONE EGL_CONFIG_ID=22 EGL_ALPHA_MASK_SIZE=0(bit) EGL_ALPHA_SIZE=0(bit) EGL_BIND_TO_TEXTURE_RGB=TRUE EGL_BIND_TO_TEXTURE_RGBA=FALSE EGL_BLUE_SIZE=8(bit) EGL_BUFFER_SIZE=24(bit) EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_B IT EGL_DEPTH_SIZE=24(bit) EGL_GREEN_SIZE=8(bit) EGL_LEVEL=0 EGL_LUMINANCE_SIZE=0(bit) EGL_MAX_PBUFFER_HEIGHT=8192 EGL_MAX_PBUFFER_PIXELS=67108864(...)
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[▲閉じる](#)

※: Android標準APIで取得した値を掲載