

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 |
| コンピュートレベル ※ | 0 |
| DEQP_LEVEL ※ | 2021-3-1 |

OpenGL ES

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| DEQP_LEVEL ※ | 2021-3-1 |
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OpenGL ES 1.0/1.1

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| Vendor ※ | ARM |
| Renderer ※ | Mali-G68 |
| 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 |

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| | 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 | ▲閉じる |
| ETC1 texture compressionのサポート ※ | 対応 | |

OpenGL ES 2.0

| | |
|--------------|--|
| Vendor ※ | ARM |
| Renderer ※ | Mali-G68 |
| 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_float_blend 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_framebuffer_fetch
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_EXT_unpack_subimage
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

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| | 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_float_linear 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 ▲閉じる |

OpenGL ES 3.0

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|--------------|--|
| Vendor ※ | ARM |
| Renderer ※ | Mali-G68 |
| 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_float_blend 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_framebuffer_fetch
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_EXT_unpack_subimage
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

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| | 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_float_linear 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 | ▲閉じる |
| ETC1 texture compressionのサポート ※ | 対応 | |

OpenGL ES 3.1

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|--------------|--|
| Vendor ※ | ARM |
| Renderer ※ | Mali-G68 |
| 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_float_blend 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_framebuffer_fetch
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_EXT_unpack_subimage
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

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| | 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_float_linear 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 |
| ETC1 texture compressionのサポート ※ | 対応 |
| Android Extension Pack(AEP)対応 ※ | 対応 |

[▲閉じる](#)

OpenGL ES 3.2

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|--------------|---|
| Vendor ※ | ARM |
| Renderer ※ | Mali-G68 |
| 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_float_blend 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_framebuffer_fetch |

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_EXT_unpack_subimage
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

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|---------------------------------|---|----------------------|
| | GL_OES_texture_border_clamp GL_OES_texture_buffer GL_OES_texture_compression_astc GL_OES_texture_cube_map_array GL_OES_texture_float_linear 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 | ▲閉じる |
| ETC1 texture compressionのサポート ※ | 対応 | |
| Android Extension Pack(AEP)対応 ※ | 対応 | |

EGL 1.4

| Vendor ※ | Android |
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| 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_native_fence_sync EGL_ANDROID_presentation_time EGL_ANDROID_recordable EGL_EXT_create_context_robustness EGL_EXT_gl_colorspace_bt2020_linear EGL_EXT_gl_colorspace_bt2020_pq EGL_EXT_gl_colorspace_display_p3 EGL_EXT_gl_colorspace_display_p3_linear EGL_EXT_gl_colorspace_display_p3_passthrough EGL_EXT_gl_colorspace_scrgb EGL_EXT_gl_colorspace_scrgb_linear EGL_EXT_image_gl_colorspace EGL_EXT_pixel_format_float EGL_EXT_protected_content EGL_EXT_surface_CTA861_3_metadata EGL_EXT_surface_SMPTE2086_metadata EGL_EXT_yuv_surface 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 |

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|-------------|---|----------------------|
| | EGL_KHR_swap_buffers_with_damage EGL_KHR_wait_sync | ▲閉じる |
| 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_F IT EGL_DEPTH_SIZE=0(bit) EGL_GREEN_SIZE=8(bit) EGL_LEVEL=0 EGL_LUMINANCE_SIZE=0(bit) EGL_MAX_PBUFFER_HEIGHT=16383 EGL_MAX_PBUFFER_PIXELS=268402689(px) EGL_MAX_PBUFFER_WIDTH=16383 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_BEHAVIO R_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_F IT EGL_DEPTH_SIZE=24(bit) EGL_GREEN_SIZE=8(bit) EGL_LEVEL=0 EGL_LUMINANCE_SIZE=0(bit) EGL_MAX_PBUFFER_HEIGHT=16383 EGL_MAX_PBUFFER_PIXELS=268402689(px) EGL_MAX_PBUFFER_WIDTH=16383 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=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=16383
EGL_MAX_PBUFFER_PIXELS=268402689(px)
EGL_MAX_PBUFFER_WIDTH=16383
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=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=16383
EGL_MAX_PBUFFER_PIXELS=268402689(px)
EGL_MAX_PBUFFER_WIDTH=16383

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=16383
EGL_MAX_PBUFFER_PIXELS=268402689(px)
EGL_MAX_PBUFFER_WIDTH=16383
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=16383
EGL_MAX_PBUFFER_PIXELS=268402689(px)
EGL_MAX_PBUFFER_WIDTH=16383
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=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=16383
EGL_MAX_PBUFFER_PIXELS=268402689(px)
EGL_MAX_PBUFFER_WIDTH=16383
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_F
IT
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=6(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=16383
EGL_MAX_PBUFFER_PIXELS=268402689(px)
EGL_MAX_PBUFFER_WIDTH=16383
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_BEHAVIO
R_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_F
IT
EGL_DEPTH_SIZE=0(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=16383
EGL_MAX_PBUFFER_PIXELS=268402689(px)
EGL_MAX_PBUFFER_WIDTH=16383
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_BEHAVIO
R_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_E
IT
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=16383
EGL_MAX_PBUFFER_PIXELS=268402689(px)
EGL_MAX_PBUFFER_WIDTH=16383
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_BEHAVIO
R_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_E
IT
EGL_DEPTH_SIZE=0(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=16383
EGL_MAX_PBUFFER_PIXELS=268402689(px)
EGL_MAX_PBUFFER_WIDTH=16383
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_BIT
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=16383
EGL_MAX_PBUFFER_PIXELS=268402689(px)
EGL_MAX_PBUFFER_WIDTH=16383
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
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=5(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=16383
EGL_MAX_PBUFFER_PIXELS=268402689(px)
EGL_MAX_PBUFFER_WIDTH=16383
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=16383
EGL_MAX_PBUFFER_PIXELS=268402689(px)
EGL_MAX_PBUFFER_WIDTH=16383
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)
EGL_MAX_PBUFFER_HEIGHT=16383

EGL_MAX_PBUFFER_PIXELS=268402689(px)
EGL_MAX_PBUFFER_WIDTH=16383
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)
EGL_MAX_PBUFFER_HEIGHT=16383
EGL_MAX_PBUFFER_PIXELS=268402689(px)
EGL_MAX_PBUFFER_WIDTH=16383
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=16383
EGL_MAX_PBUFFER_PIXELS=268402689(px)
EGL_MAX_PBUFFER_WIDTH=16383
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=16383
EGL_MAX_PBUFFER_PIXELS=268402689(px)
EGL_MAX_PBUFFER_WIDTH=16383
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_F
IT
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=16383
EGL_MAX_PBUFFER_PIXELS=268402689(px)
EGL_MAX_PBUFFER_WIDTH=16383
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_BEHAVIO
R_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_F
IT
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=16383
EGL_MAX_PBUFFER_PIXELS=268402689(px)
EGL_MAX_PBUFFER_WIDTH=16383
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_BEHAVIO
R_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_E
IT
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=6(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=16383
EGL_MAX_PBUFFER_PIXELS=268402689(px)
EGL_MAX_PBUFFER_WIDTH=16383
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_BEHAVIO
R_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_E
IT
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=16383
EGL_MAX_PBUFFER_PIXELS=268402689(px)
EGL_MAX_PBUFFER_WIDTH=16383
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=23
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
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=16383
EGL_MAX_PBUFFER_PIXELS=268402689(px)
EGL_MAX_PBUFFER_WIDTH=16383
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_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=24
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=16(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=16(bit)
EGL_BUFFER_SIZE=64(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=EGL_OPENGL_ES2_BIT
EGL_DEPTH_SIZE=24(bit)

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※: Android標準APIで取得した値を掲載

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