

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

DEQP_LEVEL ※	2020-3-1
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OpenGL ES 1.0/1.1

Vendor ※	ARM
Renderer ※	Mali-G57 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	<a href="#">▲閉じる</a>
ETC1 texture compressionのサポート ※	— 対応	

## OpenGL ES 2.0

Vendor ※	ARM
Renderer ※	Mali-G57 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_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  
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

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## OpenGL ES 3.0

Vendor ※	ARM
Renderer ※	Mali-G57 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_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  
 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

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Vendor ✖	ARM
Renderer ✖	Mali-G57 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_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 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
	<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-G57 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\_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 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
	<a href="#">▲閉じる</a>
ETC1 texture compressionのサポート ※	✔ 対応
Android Extension Pack(AEP)対応 ※	✔ 対応

## 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_native_fence_sync EGL_ANDROID_presentation_time EGL_ANDROID_recordable EGL_EXT_create_context_robustness 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

	<div>EGL_EXT_yuv_surface</div> <div>EGL_IMG_context_priority</div> <div>EGL_KHR_config_attribs</div> <div>EGL_KHR_create_context</div> <div>EGL_KHR_fence_sync</div> <div>EGL_KHR_get_all_proc_addresses</div> <div>EGL_KHR_gl_colorspace</div> <div>EGL_KHR_gl_renderbuffer_image</div> <div>EGL_KHR_gl_texture_2D_image</div> <div>EGL_KHR_gl_texture_cubemap_image</div> <div>EGL_KHR_image</div> <div>EGL_KHR_image_base</div> <div>EGL_KHR_mutable_render_buffer</div> <div>EGL_KHR_no_config_context</div> <div>EGL_KHR_partial_update</div> <div>EGL_KHR_surfaceless_context</div> <div>EGL_KHR_swap_buffers_with_damage</div> <div>EGL_KHR_wait_sync</div> <div>EGL_NV_context_priority_realtime</div>	
configure ✕	<div>EGL_CONFIG_ID=1</div> <div>EGL_ALPHA_MASK_SIZE=8(bit)</div> <div>EGL_ALPHA_SIZE=8(bit)</div> <div>EGL_BIND_TO_TEXTURE_RGB=FALSE</div> <div>EGL_BIND_TO_TEXTURE_RGBA=TRUE</div> <div>EGL_BLUE_SIZE=8(bit)</div> <div>EGL_BUFFER_SIZE=32(bit)</div> <div>EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER</div> <div>EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT</div> <div>EGL_DEPTH_SIZE=0(bit)</div> <div>EGL_GREEN_SIZE=8(bit)</div> <div>EGL_LEVEL=0</div> <div>EGL_LUMINANCE_SIZE=0(bit)</div> <div>EGL_MAX_PBUFFER_HEIGHT=16383</div> <div>EGL_MAX_PBUFFER_PIXELS=268402689(px)</div> <div>EGL_MAX_PBUFFER_WIDTH=16383</div> <div>EGL_MAX_SWAP_INTERVAL=1</div> <div>EGL_MIN_SWAP_INTERVAL=0</div> <div>EGL_NATIVE_RENDERABLE=FALSE</div> <div>EGL_RED_SIZE=8(bit)</div> <div>EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT</div> <div>EGL_SAMPLE_BUFFERS=0</div> <div>EGL_SAMPLES=0(px)</div> <div>EGL_STENCIL_SIZE=0(bit)</div> <div>EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT</div> <div>EGL_TRANSPARENT_BLUE_VALUE=0</div> <div>EGL_TRANSPARENT_GREEN_VALUE=0</div> <div>EGL_TRANSPARENT_RED_VALUE=0</div> <div>EGL_TRANSPARENT_TYPE=EGL_NONE</div> <div>EGL_CONFIG_ID=2</div> <div>EGL_ALPHA_MASK_SIZE=8(bit)</div> <div>EGL_ALPHA_SIZE=8(bit)</div> <div>EGL_BIND_TO_TEXTURE_RGB=FALSE</div> <div>EGL_BIND_TO_TEXTURE_RGBA=TRUE</div> <div>EGL_BLUE_SIZE=8(bit)</div> <div>EGL_BUFFER_SIZE=32(bit)</div> <div>EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER</div> <div>EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT</div>	<div>▲閉じる</div>

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  
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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)  
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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)  
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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)  
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EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_SAMPLES=0(px)  
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EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_WINDOW\_BIT  
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EGL\_TRANSPARENT\_RED\_VALUE=0  
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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  
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EGL\_GREEN\_SIZE=6(bit)  
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EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_MIN\_SWAP\_INTERVAL=0  
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EGL\_SAMPLES=0(px)  
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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)  
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EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
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EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_MAX\_PBUFFER\_WIDTH=16383  
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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  
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EGL\_CONFIG\_ID=8  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
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EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE

EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
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EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
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EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
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EGL\_SAMPLES=4(px)  
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EGL\_TRANSPARENT\_BLUE\_VALUE=0  
EGL\_TRANSPARENT\_GREEN\_VALUE=0  
EGL\_TRANSPARENT\_RED\_VALUE=0  
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EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_ALPHA\_SIZE=0(bit)  
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EGL\_SAMPLES=0(px)  
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EGL\_TRANSPARENT\_BLUE\_VALUE=0  
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EGL\_TRANSPARENT\_RED\_VALUE=0  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=11  
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EGL\_ALPHA\_SIZE=0(bit)  
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EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
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EGL\_RED\_SIZE=8(bit)  
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EGL\_CONFIG\_ID=12  
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EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_MAX\_PBUFFER\_WIDTH=16383  
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EGL\_MIN\_SWAP\_INTERVAL=0  
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EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
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EGL\_TRANSPARENT\_GREEN\_VALUE=0  
EGL\_TRANSPARENT\_RED\_VALUE=0  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=13  
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EGL\_ALPHA\_SIZE=1(bit)  
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EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=5(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
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EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
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EGL\_GREEN\_SIZE=5(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_MAX\_PBUFFER\_WIDTH=16383  
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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=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=0  
EGL\_TRANSPARENT\_GREEN\_VALUE=0  
EGL\_TRANSPARENT\_RED\_VALUE=0



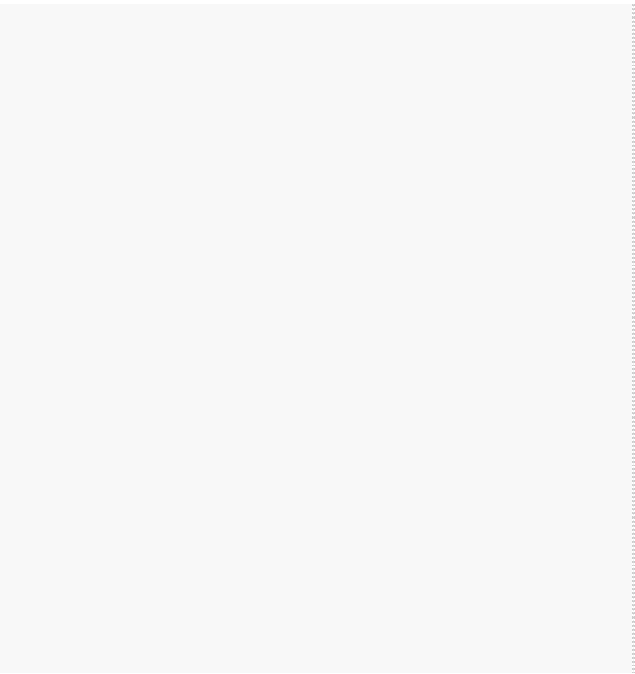
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EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
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EGL\_BUFFER\_SIZE=16(bit)  
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EGL\_GREEN\_SIZE=5(bit)  
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EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_MAX\_PBUFFER\_WIDTH=16383  
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EGL\_TRANSPARENT\_GREEN\_VALUE=0  
EGL\_TRANSPARENT\_RED\_VALUE=0  
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EGL\_CONFIG\_ID=15  
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EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
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EGL\_GREEN\_SIZE=4(bit)  
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EGL\_TRANSPARENT\_RED\_VALUE=0

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EGL\_CONFIG\_ID=16  
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EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=4(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
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EGL\_GREEN\_SIZE=4(bit)  
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EGL\_TRANSPARENT\_RED\_VALUE=0  
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EGL\_CONFIG\_ID=17  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
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EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=32(bit)  
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EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
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EGL\_MAX\_PBUFFER\_WIDTH=16383  
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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)  
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EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_WINDOW\_BIT  
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EGL\_TRANSPARENT\_GREEN\_VALUE=0

EGL\_TRANSPARENT\_RED\_VALUE=0  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=18  
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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  
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EGL\_MAX\_PBUFFER\_WIDTH=16383  
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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=1  
EGL\_SAMPLES=8(px)  
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EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_WINDOW\_BIT  
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EGL\_TRANSPARENT\_RED\_VALUE=0  
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EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
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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  
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EGL\_STENCIL\_SIZE=8(bit)  
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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=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=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=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\_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\_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=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



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EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAV
IOR_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=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)
EGL_GREEN_SIZE=16(bit)
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※: Android標準APIで取得した値を掲載