

Vulkan Layer Symbiosis within the Vulkan Ecosystem

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A tutorial based on a white paper

<https://www.lunarg.com/wp-content/uploads/2021/09/Vulkan-Layer-Symbiosis-with-in-the-Vulkan-Ecosystem.pdf>

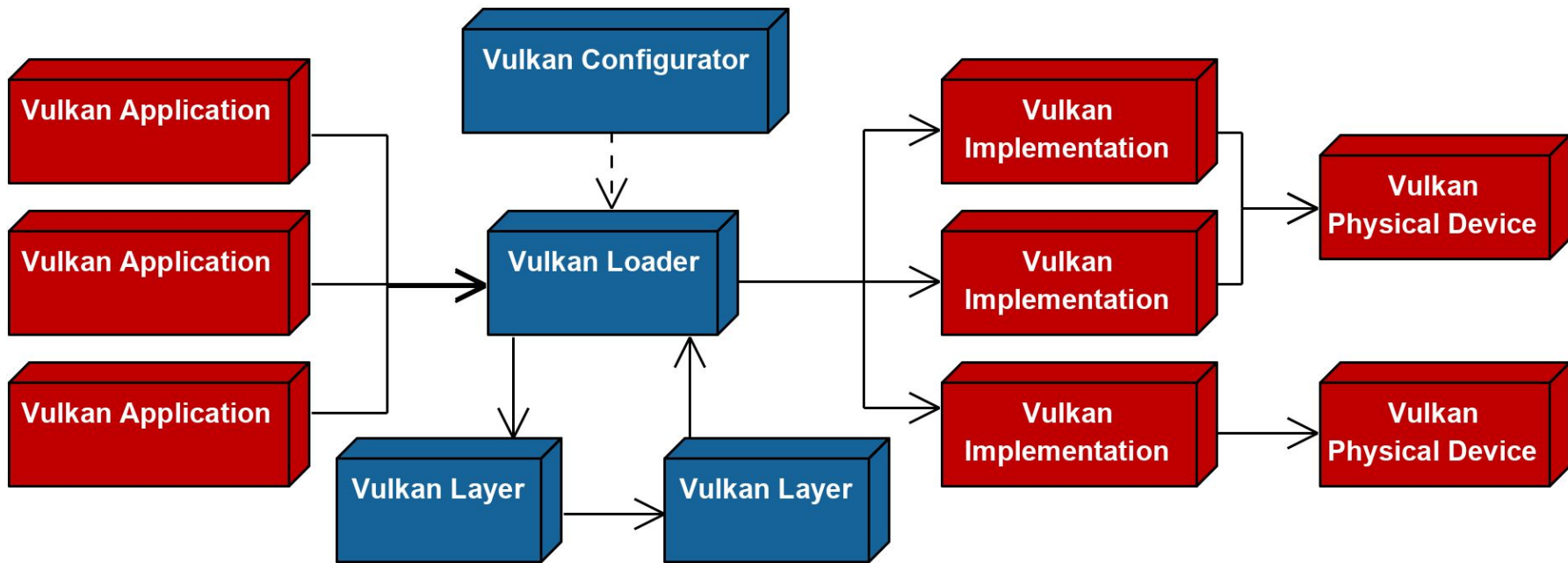
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Please use the question area to submit your ideas with the tag [IDEA]

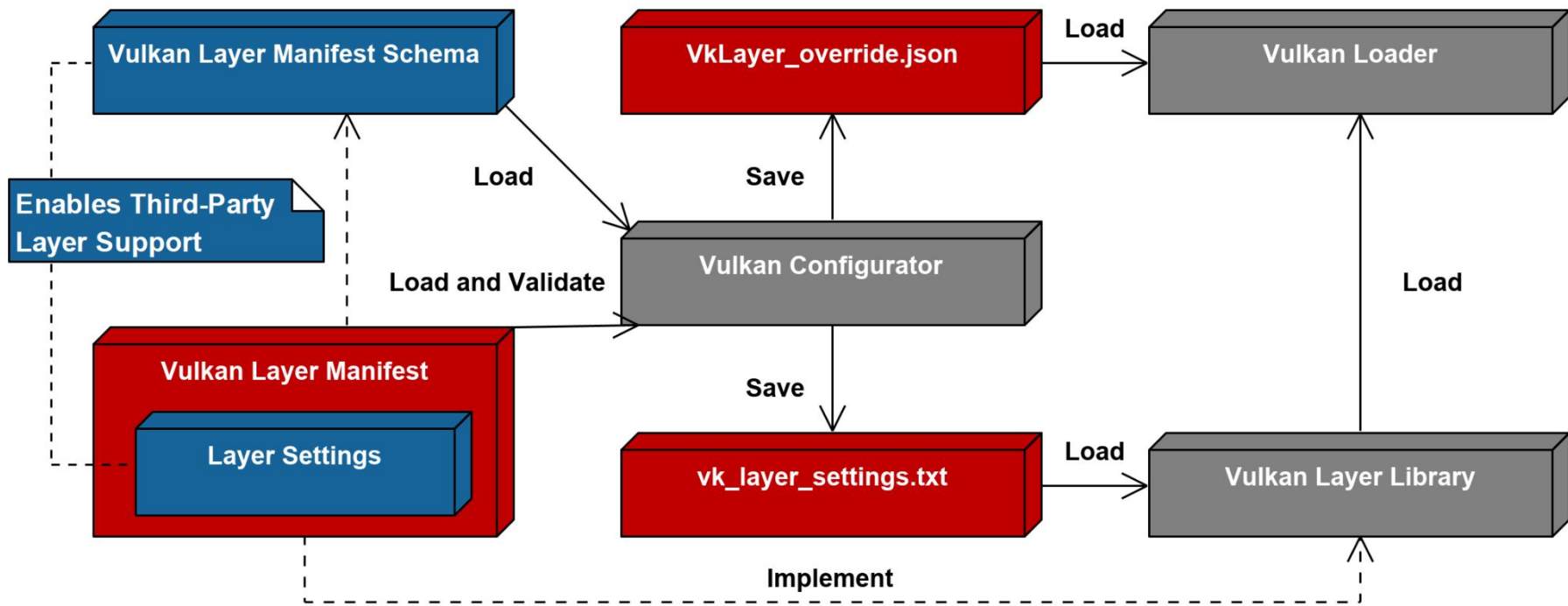
- We might not discuss them but we want to collect your ideas for improving the ecosystem.

Agenda

- **Using Vulkan Layers**
 - With Environment Variables
 - With Vulkan Configurator
- **Vulkan Layers Ecosystem Components Overview**
 - `VkLayer_override.json`
 - `vk_layer_settings.txt`
- **How layer settings are defined by the Vulkan Layer Manifest**
 - [JSON schema](#)
- **How layer settings are accessed by Vulkan Layer code**
 - ["vk_layer_settings.h"](#), ["vk_layer_settings.cpp"](#)
- **Discussion about future improvements**
 - Feedback and ideas welcome!



Vulkan API calls flow from the Vulkan applications to the Vulkan physical device



Vulkan Layers Ecosystem Components interdependence

Tutorial - see recording of Vulkanise

Future work ideas

- Adding custom command setting type
- Adding “complex” setting types, eg: Log
- Adding an API based approach to handle layer settings
- Adding a library version of Vulkan Configurator for third-party tools
- Adding selection of a specific version of a layer
- Adding a reload layer button in the user-defined path window
- Giving more control to implicit layers?
 - Making some layers or some settings systematically persistent

- More ideas?



Thanks !

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