Profiler Library

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Chapter 1

Namespace Index

1.1 Namespace List

Here is a list of all namespaces with brief descriptions:

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Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

gpu::GLInfo
: GLInfo struct used to store the GPU and OpenGL data. Structure containing the OpenGL information 9

gpu::Profiler
: Class for profiler. Saves the GPU information: vendor, renderer. OpenGL version, shading version, extensions. Vulkan device name, API version, driver version, vendor ID, device ID, extensions. Std::vector stores Profiling data (polycount per time) 41

gpu::VkInfo
: VkInfo struct used to store the GPU and OpenGL data. Structure containing the Vulkan information 51

Chapter 3

File Index

3.1 File List

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Chapter 4

Namespace Documentation

4.1 gpu Namespace Reference

Classes

- struct GLInfo

  GLInfo struct used to store the GPU and OpenGL data. Structure containing the OpenGL information.
- class Profiler

  Class for profiler. Saves the GPU information: vendor, renderer. OpenGL version, shading version, extensions. Vulkan device name, API version, driver version, vendor ID, device ID, extensions. Std::vector stores Profiling data (polycount per time).
- struct VkInfo

  VkInfo struct used to store the GPU and OpenGL data. Structure containing the Vulkan information.

Enumerations

- enum Count {
  VK_SAMPLE_COUNT_1_BIT = 0x00000001, VK_SAMPLE_COUNT_2_BIT = 0x00000002, VK_SAMPLE↩
  _COUNT_4_BIT = 0x00000004, VK_SAMPLE_COUNT_8_BIT = 0x00000008,
  VK_SAMPLE_COUNT_16_BIT = 0x00000010, VK_SAMPLE_COUNT_32_BIT = 0x00000020, VK_SAMP↩
  LE_COUNT_64_BIT = 0x00000040, VK_SAMPLE_COUNT_FLAG_BITS_MAX_ENUM = 0x7FFFFFFF }

4.1.1 Enumeration Type Documentation

4.1.1.1 Count

`enum gpu::Count`

Sample count.

Enumerator

VK_SAMPLE_COUNT_1_BIT	
VK_SAMPLE_COUNT_2_BIT	
VK_SAMPLE_COUNT_4_BIT	
VK_SAMPLE_COUNT_8_BIT	
VK_SAMPLE_COUNT_16_BIT	
VK_SAMPLE_COUNT_32_BIT	
VK_SAMPLE_COUNT_64_BIT	
VK_SAMPLE_COUNT_FLAG_BITS_MAX_ENUM	

Chapter 5

Class Documentation

5.1 gpu::GLInfo Struct Reference

GLInfo struct used to store the GPU and OpenGL data. Structure containing the OpenGL information.

`#include <GLInfo.hpp>`

Public Attributes

- int gl_active_texture = -1
- int gl_aliased_line_width_range = -1
- int gl_array_buffer_binding = -1
- int gl_blend = -1
- int gl_blend_color = -1
- int gl_blend_dst_alpha = -1
- int gl_blend_dst_rgb = -1
- int gl_blend_equation_rgb = -1
- int gl_blend_equation_alpha = -1
- int gl_blend_src_alpha = -1
- int gl_blend_src_rgb = -1
- int gl_color_clear_value = -1
- int gl_color_logic_op = -1
- int gl_color_writemask = -1
- int gl_compressed_texture_formats = -1
- int gl_max_compute_shader_storage_blocks = -1
- int gl_max_combined_shader_storage_blocks = -1
- int gl_max_compute_uniform_blocks = -1
- int gl_max_compute_texture_image_units = -1
- int gl_max_compute_uniform_components = -1
- int gl_max_compute_atomic_counters = -1
- int gl_max_compute_atomic_counter_buffers = -1
- int gl_max_combined_compute_uniform_components = -1
- int gl_max_compute_work_group_count = -1
- int gl_max_compute_work_group_size = -1
- int gl_dispatch_indirect_buffer_binding = -1
- int gl_max_debug_group_stack_depth = -1
- int gl_debug_group_stack_depth = -1

- int gl_context_flags = -1
- int gl_cull_face = -1
- int gl_cull_face_mode = -1
- int gl_current_program = -1
- int gl_depth_clear_value = -1
- int gl_depth_func = -1
- int gl_depth_range = -1
- int gl_depth_test = -1
- int gl_depth_writemask = -1
- int gl_dither = -1
- int gl_doublebuffer = -1
- int gl_draw_buffer = -1
- int gl_draw_framebuffer_binding = -1
- int gl_read_framebuffer_binding = -1
- int gl_element_array_buffer_binding = -1
- int gl_fragment_shader_derivative_hint = -1
- int gl_implementation_color_read_format = -1
- int gl_implementation_color_read_type = -1
- int gl_line_smooth = -1
- int gl_line_smooth_hint = -1
- int gl_line_width = -1
- int gl_layer_provoking_vertex = -1
- int gl_logic_op_mode = -1
- int gl_major_version = -1
- int gl_max_3d_texture_size = -1
- int gl_max_array_texture_layers = -1
- int gl_max_clip_distances = -1
- int gl_max_color_texture_samples = -1
- int gl_max_combined_atomic_counters = -1
- int gl_max_combined_fragment_uniform_components = -1
- int gl_max_combined_geometry_uniform_components = -1
- int gl_max_combined_texture_image_units = -1
- int gl_max_combined_uniform_blocks = -1
- int gl_max_combined_vertex_uniform_components = -1
- int gl_max_cube_map_texture_size = -1
- int gl_max_depth_texture_samples = -1
- int gl_max_draw_buffers = -1
- int gl_max_dual_source_draw_buffers = -1
- int gl_max_elements_indices = -1
- int gl_max_elements_vertices = -1
- int gl_max_fragment_atomic_counters = -1
- int gl_max_fragment_shader_storage_blocks = -1
- int gl_max_fragment_input_components = -1
- int gl_max_fragment_uniform_components = -1
- int gl_max_fragment_uniform_vectors = -1
- int gl_max_fragment_uniform_blocks = -1
- int gl_max_framebuffer_width = -1
- int gl_max_framebuffer_height = -1
- int gl_max_framebuffer_layers = -1
- int gl_max_framebuffer_samples = -1
- int gl_max_geometry_atomic_counters = -1
- int gl_max_geometry_shader_storage_blocks = -1
- int gl_max_geometry_input_components = -1
- int gl_max_geometry_output_components = -1
- int gl_max_geometry_texture_image_units = -1

- int gl_max_geometry_uniform_blocks = -1
- int gl_max_geometry_uniform_components = -1
- int gl_max_integer_samples = -1
- int gl_min_map_buffer_alignment = -1
- int gl_max_label_length = -1
- int gl_max_program_texel_offset = -1
- int gl_min_program_texel_offset = -1
- int gl_max_rectangle_texture_size = -1
- int gl_max_renderbuffer_size = -1
- int gl_max_sample_mask_words = -1
- int gl_max_server_wait_timeout = -1
- int gl_max_shader_storage_buffer_bindings = -1
- int gl_max_tess_control_atomic_counters = -1
- int gl_max_tess_evaluation_atomic_counters = -1
- int gl_max_tess_control_shader_storage_blocks = -1
- int gl_max_tess_evaluation_shader_storage_blocks = -1
- int gl_max_texture_buffer_size = -1
- int gl_max_texture_image_units = -1
- int gl_max_texture_lod_bias = -1
- int gl_max_texture_size = -1
- int gl_max_uniform_buffer_bindings = -1
- int gl_max_uniform_block_size = -1
- int gl_max_uniform_locations = -1
- int gl_max_varying_components = -1
- int gl_max_varying_vectors = -1
- int gl_max_varying_floats = -1
- int gl_max_vertex_atomic_counters = -1
- int gl_max_vertex_attribs = -1
- int gl_max_vertex_shader_storage_blocks = -1
- int gl_max_vertex_texture_image_units = -1
- int gl_max_vertex_uniform_components = -1
- int gl_max_vertex_uniform_vectors = -1
- int gl_max_vertex_output_components = -1
- int gl_max_vertex_uniform_blocks = -1
- int gl_max_viewport_dims = -1
- int gl_max_viewports = -1
- int gl_minor_version = -1
- int gl_num_compressed_texture_formats = -1
- int gl_num_extensions = -1
- int gl_num_program_binary_formats = -1
- int gl_num_shader_binary_formats = -1
- int gl_pack_alignment = -1
- int gl_pack_image_height = -1
- int gl_pack_lsb_first = -1
- int gl_pack_row_length = -1
- int gl_pack_skip_images = -1
- int gl_pack_skip_pixels = -1
- int gl_pack_skip_rows = -1
- int gl_pack_swap_bytes = -1
- int gl_pixel_pack_buffer_binding = -1
- int gl_pixel_unpack_buffer_binding = -1
- int gl_point_fade_threshold_size = -1
- int gl_primitive_restart_index = -1
- int gl_program_binary_formats = -1
- int gl_program_pipeline_binding = -1

- int gl_program_point_size = -1
- int gl_provoking_vertex = -1
- int gl_point_size = -1
- int gl_point_size_granularity = -1
- int gl_point_size_range = -1
- int gl_polygon_offset_factor = -1
- int gl_polygon_offset_units = -1
- int gl_polygon_offset_fill = -1
- int gl_polygon_offset_line = -1
- int gl_polygon_offset_point = -1
- int gl_polygon_smooth = -1
- int gl_polygon_smooth_hint = -1
- int gl_read_buffer = -1
- int gl_renderbuffer_binding = -1
- int gl_sample_buffers = -1
- int gl_sample_coverage_value = -1
- int gl_sample_coverage_invert = -1
- int gl_sampler_binding = -1
- int gl_samples = -1
- int gl_scissor_box = -1
- int gl_scissor_test = -1
- int gl_shader_compiler = -1
- int gl_shader_storage_buffer_binding = -1
- int gl_shader_storage_buffer_offset_alignment = -1
- int gl_shader_storage_buffer_start = -1
- int gl_shader_storage_buffer_size = -1
- int gl_smooth_line_width_range = -1
- int gl_smooth_line_width_granularity = -1
- int gl_stencil_back_fail = -1
- int gl_stencil_back_func = -1
- int gl_stencil_back_pass_depth_fail = -1
- int gl_stencil_back_pass_depth_pass = -1
- int gl_stencil_back_ref = -1
- int gl_stencil_back_value_mask = -1
- int gl_stencil_back_writemask = -1
- int gl_stencil_clear_value = -1
- int gl_stencil_fail = -1
- int gl_stencil_func = -1
- int gl_stencil_pass_depth_fail = -1
- int gl_stencil_pass_depth_pass = -1
- int gl_stencil_ref = -1
- int gl_stencil_test = -1
- int gl_stencil_value_mask = -1
- int gl_stencil_writemask = -1
- int gl_stereo = -1
- int gl_subpixel_bits = -1
- int gl_texture_binding_1d = -1
- int gl_texture_binding_1d_array = -1
- int gl_texture_binding_2d = -1
- int gl_texture_binding_2d_array = -1
- int gl_texture_binding_2d_multisample = -1
- int gl_texture_binding_2d_multisample_array = -1
- int gl_texture_binding_3d = -1
- int gl_texture_binding_buffer = -1
- int gl_texture_binding_cube_map = -1

- int gl_texture_binding_rectangle = -1
- int gl_texture_compression_hint = -1
- int gl_texture_buffer_offset_alignment = -1
- int gl_timestamp = -1
- int gl_transform_feedback_buffer_binding = -1
- int gl_transform_feedback_buffer_start = -1
- int gl_transform_feedback_buffer_size = -1
- int gl_uniform_buffer_binding = -1
- int gl_uniform_buffer_offset_alignment = -1
- int gl_uniform_buffer_size = -1
- int gl_uniform_buffer_start = -1
- int gl_unpack_alignment = -1
- int gl_unpack_image_height = -1
- int gl_unpack_lsb_first = -1
- int gl_unpack_row_length = -1
- int gl_unpack_skip_images = -1
- int gl_unpack_skip_pixels = -1
- int gl_unpack_skip_rows = -1
- int gl_unpack_swap_bytes = -1
- int gl_vertex_array_binding = -1
- int gl_vertex_binding_divisor = -1
- int gl_vertex_binding_offset = -1
- int gl_vertex_binding_stride = -1
- int gl_max_vertex_attrib_relative_offset = -1
- int gl_max_vertex_attrib_bindings = -1
- int gl_viewport = -1
- int gl_viewport_bounds_range = -1
- int gl_viewport_index_provoking_vertex = -1
- int gl_viewport_subpixel_bits = -1
- int gl_max_element_index = -1

5.1.1 Detailed Description

GLInfo struct used to store the GPU and OpenGL data. Structure containing the OpenGL information.

5.1.2 Member Data Documentation

5.1.2.1 gl_active_texture

```
int gpu::GLInfo::gl_active_texture = -1
```

5.1.2.2 gl_aliased_line_width_range

```
int gpu::GLInfo::gl_aliased_line_width_range = -1
```

5.1.2.3 gl_array_buffer_binding

```
int gpu::GLInfo::gl_array_buffer_binding = -1
```

5.1.2.4 gl_blend

```
int gpu::GLInfo::gl_blend = -1
```

5.1.2.5 gl_blend_color

```
int gpu::GLInfo::gl_blend_color = -1
```

5.1.2.6 gl_blend_dst_alpha

```
int gpu::GLInfo::gl_blend_dst_alpha = -1
```

5.1.2.7 gl_blend_dst_rgb

```
int gpu::GLInfo::gl_blend_dst_rgb = -1
```

5.1.2.8 gl_blend_equation_alpha

```
int gpu::GLInfo::gl_blend_equation_alpha = -1
```

5.1.2.9 gl_blend_equation_rgb

```
int gpu::GLInfo::gl_blend_equation_rgb = -1
```

5.1.2.10 gl_blend_src_alpha

```
int gpu::GLInfo::gl_blend_src_alpha = -1
```

5.1.2.11 gl_blend_src_rgb

```
int gpu::GLInfo::gl_blend_src_rgb = -1
```

5.1.2.12 gl_color_clear_value

```
int gpu::GLInfo::gl_color_clear_value = -1
```

5.1.2.13 gl_color_logic_op

```
int gpu::GLInfo::gl_color_logic_op = -1
```

5.1.2.14 gl_color_writemask

```
int gpu::GLInfo::gl_color_writemask = -1
```

5.1.2.15 gl_compressed_texture_formats

```
int gpu::GLInfo::gl_compressed_texture_formats = -1
```

5.1.2.16 gl_context_flags

```
int gpu::GLInfo::gl_context_flags = -1
```

5.1.2.17 gl_cull_face

```
int gpu::GLInfo::gl_cull_face = -1
```

5.1.2.18 gl_cull_face_mode

```
int gpu::GLInfo::gl_cull_face_mode = -1
```

5.1.2.19 gl_current_program

```
int gpu::GLInfo::gl_current_program = -1
```

5.1.2.20 gl_debug_group_stack_depth

```
int gpu::GLInfo::gl_debug_group_stack_depth = -1
```

5.1.2.21 gl_depth_clear_value

```
int gpu::GLInfo::gl_depth_clear_value = -1
```

5.1.2.22 gl_depth_func

```
int gpu::GLInfo::gl_depth_func = -1
```

5.1.2.23 gl_depth_range

```
int gpu::GLInfo::gl_depth_range = -1
```

5.1.2.24 gl_depth_test

```
int gpu::GLInfo::gl_depth_test = -1
```

5.1.2.25 gl_depth_writemask

```
int gpu::GLInfo::gl_depth_writemask = -1
```

5.1.2.26 gl_dispatch_indirect_buffer_binding

```
int gpu::GLInfo::gl_dispatch_indirect_buffer_binding = -1
```

5.1.2.27 gl_dither

```
int gpu::GLInfo::gl_dither = -1
```

5.1.2.28 gl_doublebuffer

```
int gpu::GLInfo::gl_doublebuffer = -1
```

5.1.2.29 gl_draw_buffer

```
int gpu::GLInfo::gl_draw_buffer = -1
```

5.1.2.30 gl_draw_framebuffer_binding

```
int gpu::GLInfo::gl_draw_framebuffer_binding = -1
```

5.1.2.31 gl_element_array_buffer_binding

```
int gpu::GLInfo::gl_element_array_buffer_binding = -1
```

5.1.2.32 gl_fragment_shader_derivative_hint

```
int gpu::GLInfo::gl_fragment_shader_derivative_hint = -1
```

5.1.2.33 gl_implementation_color_read_format

```
int gpu::GLInfo::gl_implementation_color_read_format = -1
```

5.1.2.34 gl_implementation_color_read_type

```
int gpu::GLInfo::gl_implementation_color_read_type = -1
```

5.1.2.35 gl_layer_provoking_vertex

```
int gpu::GLInfo::gl_layer_provoking_vertex = -1
```

5.1.2.36 gl_line_smooth

```
int gpu::GLInfo::gl_line_smooth = -1
```

5.1.2.37 gl_line_smooth_hint

```
int gpu::GLInfo::gl_line_smooth_hint = -1
```

5.1.2.38 gl_line_width

```
int gpu::GLInfo::gl_line_width = -1
```

5.1.2.39 gl_logic_op_mode

```
int gpu::GLInfo::gl_logic_op_mode = -1
```

5.1.2.40 gl_major_version

```
int gpu::GLInfo::gl_major_version = -1
```

5.1.2.41 gl_max_3d_texture_size

```
int gpu::GLInfo::gl_max_3d_texture_size = -1
```

5.1.2.42 gl_max_array_texture_layers

```
int gpu::GLInfo::gl_max_array_texture_layers = -1
```

5.1.2.43 gl_max_clip_distances

```
int gpu::GLInfo::gl_max_clip_distances = -1
```

5.1.2.44 gl_max_color_texture_samples

```
int gpu::GLInfo::gl_max_color_texture_samples = -1
```

5.1.2.45 gl_max_combined_atomic_counters

```
int gpu::GLInfo::gl_max_combined_atomic_counters = -1
```

5.1.2.46 gl_max_combined_compute_uniform_components

```
int gpu::GLInfo::gl_max_combined_compute_uniform_components = -1
```

5.1.2.47 gl_max_combined_fragment_uniform_components

```
int gpu::GLInfo::gl_max_combined_fragment_uniform_components = -1
```

5.1.2.48 gl_max_combined_geometry_uniform_components

```
int gpu::GLInfo::gl_max_combined_geometry_uniform_components = -1
```

5.1.2.49 gl_max_combined_shader_storage_blocks

```
int gpu::GLInfo::gl_max_combined_shader_storage_blocks = -1
```

5.1.2.50 gl_max_combined_texture_image_units

```
int gpu::GLInfo::gl_max_combined_texture_image_units = -1
```

5.1.2.51 gl_max_combined_uniform_blocks

```
int gpu::GLInfo::gl_max_combined_uniform_blocks = -1
```

5.1.2.52 gl_max_combined_vertex_uniform_components

```
int gpu::GLInfo::gl_max_combined_vertex_uniform_components = -1
```

5.1.2.53 gl_max_compute_atomic_counter_buffers

```
int gpu::GLInfo::gl_max_compute_atomic_counter_buffers = -1
```

5.1.2.54 gl_max_compute_atomic_counters

```
int gpu::GLInfo::gl_max_compute_atomic_counters = -1
```

5.1.2.55 gl_max_compute_shader_storage_blocks

```
int gpu::GLInfo::gl_max_compute_shader_storage_blocks = -1
```

5.1.2.56 gl_max_compute_texture_image_units

```
int gpu::GLInfo::gl_max_compute_texture_image_units = -1
```

5.1.2.57 gl_max_compute_uniform_blocks

```
int gpu::GLInfo::gl_max_compute_uniform_blocks = -1
```

5.1.2.58 gl_max_compute_uniform_components

```
int gpu::GLInfo::gl_max_compute_uniform_components = -1
```

5.1.2.59 gl_max_compute_work_group_count

```
int gpu::GLInfo::gl_max_compute_work_group_count = -1
```

5.1.2.60 gl_max_compute_work_group_size

```
int gpu::GLInfo::gl_max_compute_work_group_size = -1
```

5.1.2.61 gl_max_cube_map_texture_size

```
int gpu::GLInfo::gl_max_cube_map_texture_size = -1
```

5.1.2.62 gl_max_debug_group_stack_depth

```
int gpu::GLInfo::gl_max_debug_group_stack_depth = -1
```

5.1.2.63 gl_max_depth_texture_samples

```
int gpu::GLInfo::gl_max_depth_texture_samples = -1
```

5.1.2.64 gl_max_draw_buffers

```
int gpu::GLInfo::gl_max_draw_buffers = -1
```

5.1.2.65 gl_max_dual_source_draw_buffers

```
int gpu::GLInfo::gl_max_dual_source_draw_buffers = -1
```

5.1.2.66 gl_max_element_index

```
int gpu::GLInfo::gl_max_element_index = -1
```

5.1.2.67 gl_max_elements_indices

```
int gpu::GLInfo::gl_max_elements_indices = -1
```

5.1.2.68 gl_max_elements_vertices

```
int gpu::GLInfo::gl_max_elements_vertices = -1
```

5.1.2.69 gl_max_fragment_atomic_counters

```
int gpu::GLInfo::gl_max_fragment_atomic_counters = -1
```

5.1.2.70 gl_max_fragment_input_components

```
int gpu::GLInfo::gl_max_fragment_input_components = -1
```

5.1.2.71 gl_max_fragment_shader_storage_blocks

```
int gpu::GLInfo::gl_max_fragment_shader_storage_blocks = -1
```

5.1.2.72 gl_max_fragment_uniform_blocks

```
int gpu::GLInfo::gl_max_fragment_uniform_blocks = -1
```

5.1.2.73 gl_max_fragment_uniform_components

```
int gpu::GLInfo::gl_max_fragment_uniform_components = -1
```

5.1.2.74 gl_max_fragment_uniform_vectors

```
int gpu::GLInfo::gl_max_fragment_uniform_vectors = -1
```

5.1.2.75 gl_max_framebuffer_height

```
int gpu::GLInfo::gl_max_framebuffer_height = -1
```

5.1.2.76 gl_max_framebuffer_layers

```
int gpu::GLInfo::gl_max_framebuffer_layers = -1
```

5.1.2.77 gl_max_framebuffer_samples

```
int gpu::GLInfo::gl_max_framebuffer_samples = -1
```

5.1.2.78 gl_max_framebuffer_width

```
int gpu::GLInfo::gl_max_framebuffer_width = -1
```

5.1.2.79 gl_max_geometry_atomic_counters

```
int gpu::GLInfo::gl_max_geometry_atomic_counters = -1
```

5.1.2.80 gl_max_geometry_input_components

```
int gpu::GLInfo::gl_max_geometry_input_components = -1
```

5.1.2.81 gl_max_geometry_output_components

```
int gpu::GLInfo::gl_max_geometry_output_components = -1
```

5.1.2.82 gl_max_geometry_shader_storage_blocks

```
int gpu::GLInfo::gl_max_geometry_shader_storage_blocks = -1
```

5.1.2.83 gl_max_geometry_texture_image_units

```
int gpu::GLInfo::gl_max_geometry_texture_image_units = -1
```

5.1.2.84 gl_max_geometry_uniform_blocks

```
int gpu::GLInfo::gl_max_geometry_uniform_blocks = -1
```

5.1.2.85 gl_max_geometry_uniform_components

```
int gpu::GLInfo::gl_max_geometry_uniform_components = -1
```

5.1.2.86 gl_max_integer_samples

```
int gpu::GLInfo::gl_max_integer_samples = -1
```

5.1.2.87 gl_max_label_length

```
int gpu::GLInfo::gl_max_label_length = -1
```

5.1.2.88 gl_max_program_texel_offset

```
int gpu::GLInfo::gl_max_program_texel_offset = -1
```

5.1.2.89 gl_max_rectangle_texture_size

```
int gpu::GLInfo::gl_max_rectangle_texture_size = -1
```

5.1.2.90 gl_max_renderbuffer_size

```
int gpu::GLInfo::gl_max_renderbuffer_size = -1
```

5.1.2.91 gl_max_sample_mask_words

```
int gpu::GLInfo::gl_max_sample_mask_words = -1
```

5.1.2.92 gl_max_server_wait_timeout

```
int gpu::GLInfo::gl_max_server_wait_timeout = -1
```

5.1.2.93 gl_max_shader_storage_buffer_bindings

```
int gpu::GLInfo::gl_max_shader_storage_buffer_bindings = -1
```

5.1.2.94 gl_max_tess_control_atomic_counters

```
int gpu::GLInfo::gl_max_tess_control_atomic_counters = -1
```

5.1.2.95 gl_max_tess_control_shader_storage_blocks

```
int gpu::GLInfo::gl_max_tess_control_shader_storage_blocks = -1
```

5.1.2.96 gl_max_tess_evaluation_atomic_counters

```
int gpu::GLInfo::gl_max_tess_evaluation_atomic_counters = -1
```

5.1.2.97 gl_max_tess_evaluation_shader_storage_blocks

```
int gpu::GLInfo::gl_max_tess_evaluation_shader_storage_blocks = -1
```

5.1.2.98 gl_max_texture_buffer_size

```
int gpu::GLInfo::gl_max_texture_buffer_size = -1
```

5.1.2.99 gl_max_texture_image_units

```
int gpu::GLInfo::gl_max_texture_image_units = -1
```

5.1.2.100 gl_max_texture_lod_bias

```
int gpu::GLInfo::gl_max_texture_lod_bias = -1
```

5.1.2.101 gl_max_texture_size

```
int gpu::GLInfo::gl_max_texture_size = -1
```

5.1.2.102 gl_max_uniform_block_size

```
int gpu::GLInfo::gl_max_uniform_block_size = -1
```

5.1.2.103 gl_max_uniform_buffer_bindings

```
int gpu::GLInfo::gl_max_uniform_buffer_bindings = -1
```

5.1.2.104 gl_max_uniform_locations

```
int gpu::GLInfo::gl_max_uniform_locations = -1
```

5.1.2.105 gl_max_varying_components

```
int gpu::GLInfo::gl_max_varying_components = -1
```

5.1.2.106 gl_max_varying_floats

```
int gpu::GLInfo::gl_max_varying_floats = -1
```

5.1.2.107 gl_max_varying_vectors

```
int gpu::GLInfo::gl_max_varying_vectors = -1
```

5.1.2.108 gl_max_vertex_atomic_counters

```
int gpu::GLInfo::gl_max_vertex_atomic_counters = -1
```

5.1.2.109 gl_max_vertex_attrib_bindings

```
int gpu::GLInfo::gl_max_vertex_attrib_bindings = -1
```

5.1.2.110 gl_max_vertex_attrib_relative_offset

```
int gpu::GLInfo::gl_max_vertex_attrib_relative_offset = -1
```

5.1.2.111 gl_max_vertex_attribs

```
int gpu::GLInfo::gl_max_vertex_attribs = -1
```

5.1.2.112 gl_max_vertex_output_components

```
int gpu::GLInfo::gl_max_vertex_output_components = -1
```

5.1.2.113 gl_max_vertex_shader_storage_blocks

```
int gpu::GLInfo::gl_max_vertex_shader_storage_blocks = -1
```

5.1.2.114 gl_max_vertex_texture_image_units

```
int gpu::GLInfo::gl_max_vertex_texture_image_units = -1
```

5.1.2.115 gl_max_vertex_uniform_blocks

```
int gpu::GLInfo::gl_max_vertex_uniform_blocks = -1
```

5.1.2.116 gl_max_vertex_uniform_components

```
int gpu::GLInfo::gl_max_vertex_uniform_components = -1
```

5.1.2.117 gl_max_vertex_uniform_vectors

```
int gpu::GLInfo::gl_max_vertex_uniform_vectors = -1
```

5.1.2.118 gl_max_viewport_dims

```
int gpu::GLInfo::gl_max_viewport_dims = -1
```

5.1.2.119 gl_max_viewports

```
int gpu::GLInfo::gl_max_viewports = -1
```

5.1.2.120 gl_min_map_buffer_alignment

```
int gpu::GLInfo::gl_min_map_buffer_alignment = -1
```

5.1.2.121 gl_min_program_texel_offset

```
int gpu::GLInfo::gl_min_program_texel_offset = -1
```

5.1.2.122 gl_minor_version

```
int gpu::GLInfo::gl_minor_version = -1
```

5.1.2.123 gl_num_compressed_texture_formats

```
int gpu::GLInfo::gl_num_compressed_texture_formats = -1
```

5.1.2.124 gl_num_extensions

```
int gpu::GLInfo::gl_num_extensions = -1
```

5.1.2.125 gl_num_program_binary_formats

```
int gpu::GLInfo::gl_num_program_binary_formats = -1
```

5.1.2.126 gl_num_shader_binary_formats

```
int gpu::GLInfo::gl_num_shader_binary_formats = -1
```

5.1.2.127 gl_pack_alignment

```
int gpu::GLInfo::gl_pack_alignment = -1
```

5.1.2.128 gl_pack_image_height

```
int gpu::GLInfo::gl_pack_image_height = -1
```

5.1.2.129 gl_pack_lsb_first

```
int gpu::GLInfo::gl_pack_lsb_first = -1
```

5.1.2.130 gl_pack_row_length

```
int gpu::GLInfo::gl_pack_row_length = -1
```

5.1.2.131 gl_pack_skip_images

```
int gpu::GLInfo::gl_pack_skip_images = -1
```

5.1.2.132 gl_pack_skip_pixels

```
int gpu::GLInfo::gl_pack_skip_pixels = -1
```

5.1.2.133 gl_pack_skip_rows

```
int gpu::GLInfo::gl_pack_skip_rows = -1
```

5.1.2.134 gl_pack_swap_bytes

```
int gpu::GLInfo::gl_pack_swap_bytes = -1
```

5.1.2.135 gl_pixel_pack_buffer_binding

```
int gpu::GLInfo::gl_pixel_pack_buffer_binding = -1
```

5.1.2.136 gl_pixel_unpack_buffer_binding

```
int gpu::GLInfo::gl_pixel_unpack_buffer_binding = -1
```

5.1.2.137 gl_point_fade_threshold_size

```
int gpu::GLInfo::gl_point_fade_threshold_size = -1
```

5.1.2.138 gl_point_size

```
int gpu::GLInfo::gl_point_size = -1
```

5.1.2.139 gl_point_size_granularity

```
int gpu::GLInfo::gl_point_size_granularity = -1
```

5.1.2.140 gl_point_size_range

```
int gpu::GLInfo::gl_point_size_range = -1
```

5.1.2.141 gl_polygon_offset_factor

```
int gpu::GLInfo::gl_polygon_offset_factor = -1
```

5.1.2.142 gl_polygon_offset_fill

```
int gpu::GLInfo::gl_polygon_offset_fill = -1
```

5.1.2.143 gl_polygon_offset_line

```
int gpu::GLInfo::gl_polygon_offset_line = -1
```

5.1.2.144 gl_polygon_offset_point

```
int gpu::GLInfo::gl_polygon_offset_point = -1
```

5.1.2.145 gl_polygon_offset_units

```
int gpu::GLInfo::gl_polygon_offset_units = -1
```

5.1.2.146 gl_polygon_smooth

```
int gpu::GLInfo::gl_polygon_smooth = -1
```

5.1.2.147 gl_polygon_smooth_hint

```
int gpu::GLInfo::gl_polygon_smooth_hint = -1
```

5.1.2.148 gl_primitive_restart_index

```
int gpu::GLInfo::gl_primitive_restart_index = -1
```

5.1.2.149 gl_program_binary_formats

```
int gpu::GLInfo::gl_program_binary_formats = -1
```

5.1.2.150 gl_program_pipeline_binding

```
int gpu::GLInfo::gl_program_pipeline_binding = -1
```

5.1.2.151 gl_program_point_size

```
int gpu::GLInfo::gl_program_point_size = -1
```

5.1.2.152 gl_provoking_vertex

```
int gpu::GLInfo::gl_provoking_vertex = -1
```

5.1.2.153 gl_read_buffer

```
int gpu::GLInfo::gl_read_buffer = -1
```

5.1.2.154 gl_read_framebuffer_binding

```
int gpu::GLInfo::gl_read_framebuffer_binding = -1
```

5.1.2.155 gl_renderbuffer_binding

```
int gpu::GLInfo::gl_renderbuffer_binding = -1
```

5.1.2.156 gl_sample_buffers

```
int gpu::GLInfo::gl_sample_buffers = -1
```

5.1.2.157 gl_sample_coverage_invert

```
int gpu::GLInfo::gl_sample_coverage_invert = -1
```

5.1.2.158 gl_sample_coverage_value

```
int gpu::GLInfo::gl_sample_coverage_value = -1
```

5.1.2.159 gl_sampler_binding

```
int gpu::GLInfo::gl_sampler_binding = -1
```

5.1.2.160 gl_samples

```
int gpu::GLInfo::gl_samples = -1
```

5.1.2.161 gl_scissor_box

```
int gpu::GLInfo::gl_scissor_box = -1
```

5.1.2.162 gl_scissor_test

```
int gpu::GLInfo::gl_scissor_test = -1
```

5.1.2.163 gl_shader_compiler

```
int gpu::GLInfo::gl_shader_compiler = -1
```

5.1.2.164 gl_shader_storage_buffer_binding

```
int gpu::GLInfo::gl_shader_storage_buffer_binding = -1
```

5.1.2.165 gl_shader_storage_buffer_offset_alignment

```
int gpu::GLInfo::gl_shader_storage_buffer_offset_alignment = -1
```

5.1.2.166 gl_shader_storage_buffer_size

```
int gpu::GLInfo::gl_shader_storage_buffer_size = -1
```

5.1.2.167 gl_shader_storage_buffer_start

```
int gpu::GLInfo::gl_shader_storage_buffer_start = -1
```

5.1.2.168 gl_smooth_line_width_granularity

```
int gpu::GLInfo::gl_smooth_line_width_granularity = -1
```

5.1.2.169 gl_smooth_line_width_range

```
int gpu::GLInfo::gl_smooth_line_width_range = -1
```

5.1.2.170 gl_stencil_back_fail

```
int gpu::GLInfo::gl_stencil_back_fail = -1
```

5.1.2.171 gl_stencil_back_func

```
int gpu::GLInfo::gl_stencil_back_func = -1
```

5.1.2.172 gl_stencil_back_pass_depth_fail

```
int gpu::GLInfo::gl_stencil_back_pass_depth_fail = -1
```

5.1.2.173 gl_stencil_back_pass_depth_pass

```
int gpu::GLInfo::gl_stencil_back_pass_depth_pass = -1
```

5.1.2.174 gl_stencil_back_ref

```
int gpu::GLInfo::gl_stencil_back_ref = -1
```

5.1.2.175 gl_stencil_back_value_mask

```
int gpu::GLInfo::gl_stencil_back_value_mask = -1
```

5.1.2.176 gl_stencil_back_writemask

```
int gpu::GLInfo::gl_stencil_back_writemask = -1
```

5.1.2.177 gl_stencil_clear_value

```
int gpu::GLInfo::gl_stencil_clear_value = -1
```

5.1.2.178 gl_stencil_fail

```
int gpu::GLInfo::gl_stencil_fail = -1
```

5.1.2.179 gl_stencil_func

```
int gpu::GLInfo::gl_stencil_func = -1
```

5.1.2.180 gl_stencil_pass_depth_fail

```
int gpu::GLInfo::gl_stencil_pass_depth_fail = -1
```

5.1.2.181 gl_stencil_pass_depth_pass

```
int gpu::GLInfo::gl_stencil_pass_depth_pass = -1
```

5.1.2.182 gl_stencil_ref

```
int gpu::GLInfo::gl_stencil_ref = -1
```

5.1.2.183 gl_stencil_test

```
int gpu::GLInfo::gl_stencil_test = -1
```

5.1.2.184 gl_stencil_value_mask

```
int gpu::GLInfo::gl_stencil_value_mask = -1
```

5.1.2.185 gl_stencil_writemask

```
int gpu::GLInfo::gl_stencil_writemask = -1
```

5.1.2.186 gl_stereo

```
int gpu::GLInfo::gl_stereo = -1
```

5.1.2.187 gl_subpixel_bits

```
int gpu::GLInfo::gl_subpixel_bits = -1
```

5.1.2.188 gl_texture_binding_1d

```
int gpu::GLInfo::gl_texture_binding_1d = -1
```

5.1.2.189 gl_texture_binding_1d_array

```
int gpu::GLInfo::gl_texture_binding_1d_array = -1
```

5.1.2.190 gl_texture_binding_2d

```
int gpu::GLInfo::gl_texture_binding_2d = -1
```

5.1.2.191 gl_texture_binding_2d_array

```
int gpu::GLInfo::gl_texture_binding_2d_array = -1
```

5.1.2.192 gl_texture_binding_2d_multisample

```
int gpu::GLInfo::gl_texture_binding_2d_multisample = -1
```

5.1.2.193 gl_texture_binding_2d_multisample_array

```
int gpu::GLInfo::gl_texture_binding_2d_multisample_array = -1
```

5.1.2.194 gl_texture_binding_3d

```
int gpu::GLInfo::gl_texture_binding_3d = -1
```

5.1.2.195 gl_texture_binding_buffer

```
int gpu::GLInfo::gl_texture_binding_buffer = -1
```

5.1.2.196 gl_texture_binding_cube_map

```
int gpu::GLInfo::gl_texture_binding_cube_map = -1
```

5.1.2.197 gl_texture_binding_rectangle

```
int gpu::GLInfo::gl_texture_binding_rectangle = -1
```

5.1.2.198 gl_texture_buffer_offset_alignment

```
int gpu::GLInfo::gl_texture_buffer_offset_alignment = -1
```

5.1.2.199 gl_texture_compression_hint

```
int gpu::GLInfo::gl_texture_compression_hint = -1
```

5.1.2.200 gl_timestamp

```
int gpu::GLInfo::gl_timestamp = -1
```

5.1.2.201 gl_transform_feedback_buffer_binding

```
int gpu::GLInfo::gl_transform_feedback_buffer_binding = -1
```

5.1.2.202 gl_transform_feedback_buffer_size

```
int gpu::GLInfo::gl_transform_feedback_buffer_size = -1
```

5.1.2.203 gl_transform_feedback_buffer_start

```
int gpu::GLInfo::gl_transform_feedback_buffer_start = -1
```

5.1.2.204 gl_uniform_buffer_binding

```
int gpu::GLInfo::gl_uniform_buffer_binding = -1
```

5.1.2.205 gl_uniform_buffer_offset_alignment

```
int gpu::GLInfo::gl_uniform_buffer_offset_alignment = -1
```

5.1.2.206 gl_uniform_buffer_size

```
int gpu::GLInfo::gl_uniform_buffer_size = -1
```

5.1.2.207 gl_uniform_buffer_start

```
int gpu::GLInfo::gl_uniform_buffer_start = -1
```

5.1.2.208 gl_unpack_alignment

```
int gpu::GLInfo::gl_unpack_alignment = -1
```

5.1.2.209 gl_unpack_image_height

```
int gpu::GLInfo::gl_unpack_image_height = -1
```

5.1.2.210 gl_unpack_lsb_first

```
int gpu::GLInfo::gl_unpack_lsb_first = -1
```

5.1.2.211 gl_unpack_row_length

```
int gpu::GLInfo::gl_unpack_row_length = -1
```

5.1.2.212 gl_unpack_skip_images

```
int gpu::GLInfo::gl_unpack_skip_images = -1
```

5.1.2.213 gl_unpack_skip_pixels

```
int gpu::GLInfo::gl_unpack_skip_pixels = -1
```

5.1.2.214 gl_unpack_skip_rows

```
int gpu::GLInfo::gl_unpack_skip_rows = -1
```

5.1.2.215 gl_unpack_swap_bytes

```
int gpu::GLInfo::gl_unpack_swap_bytes = -1
```

5.1.2.216 gl_vertex_array_binding

```
int gpu::GLInfo::gl_vertex_array_binding = -1
```

5.1.2.217 gl_vertex_binding_divisor

```
int gpu::GLInfo::gl_vertex_binding_divisor = -1
```

5.1.2.218 gl_vertex_binding_offset

```
int gpu::GLInfo::gl_vertex_binding_offset = -1
```

5.1.2.219 gl_vertex_binding_stride

```
int gpu::GLInfo::gl_vertex_binding_stride = -1
```

5.1.2.220 gl_viewport

```
int gpu::GLInfo::gl_viewport = -1
```

5.1.2.221 gl_viewport_bounds_range

```
int gpu::GLInfo::gl_viewport_bounds_range = -1
```

5.1.2.222 gl_viewport_index_provoking_vertex

```
int gpu::GLInfo::gl_viewport_index_provoking_vertex = -1
```

5.1.2.223 gl_viewport_subpixel_bits

```
int gpu::GLInfo::gl_viewport_subpixel_bits = -1
```

The documentation for this struct was generated from the following file:

- src/GLInfo.hpp

5.2 gpu::Profiler Class Reference

Class for profiler. Saves the GPU information: vendor, renderer. OpenGL version, shading version, extensions. Vulkan device name, API version, driver version, vendor ID, device ID, extensions. Std::vector stores Profiling data (polycount per time).

```
#include <Profiler.h>
```

Public Types

- enum TYPE { TRIANGLES }

Public Member Functions

- Profiler ()

  Constructs the object. Empty constructor.
- ~Profiler ()

  Destroys the object.
- bool save (std::string filename)

  Save data to csv. Saves the data gathered into a CSV file.
- void clear ()

  Clear profiler. Deletes the data vector.
- void setVendor (std::string data)

  Sets the GPU vendor.
- void setRenderer (std::string data)

  Sets the renderer.
- void setGLVersion (std::string data)

  Sets the gl version.
- void setGLShadingLanguageVersion (std::string data)

  Sets the gl shading language version.
- void setGLExtensions (std::string data)

  Sets the gl extensions.
- void setVkDeviceName (std::string data)

  Sets the vulkan device name.
- void setVkApiVersion (uint32_t data)

  Sets the vulkan api version.
- void setVkDriverVersion (uint32_t data)

  Sets the vulkan driver version.
- void setVkVendorID (uint32_t data)

  Sets the vulkan vendor id.
- void setVkDeviceID (uint32_t data)

  Sets the vulkan device id.
- void setVkExtensions (std::vector< std::string > extensions)

  Sets the vulkan extensions.
- void addTrianglesEntry (unsigned numberOfTriangles, unsigned time)

  Adds an entry to the profiler. Add en entry given a polycount and the time taken to render the frame.
- std::vector< std::vector< unsigned > > getData ()

  Gets the data recorded.
- std::string getVendor ()

  Gets the GPU vendor.
- std::string getRenderer ()

  Gets the renderer.
- std::string getGLVersion ()

  Gets the gl version.
- std::string getGLShadingLanguageVersion ()

  Gets the gl shading language version.
- std::string getGLExtensions ()

  Gets the gl extensions.
- std::string getVkDeviceName ()

  Gets the vulkan device name.
- uint32_t getVkApiVersion ()

  Gets the vulkan api version.
- uint32_t getVkDriverVersion ()

Gets the vulkan driver version.

- uint32_t getVkVendorID ()

  Gets the vulkan vendor id.

- uint32_t getVkDeviceID ()

  Gets the vulkan device id.

- std::vector< std::string > getVkExtensions ()

  Gets the vulkan extensions.

Public Attributes

- GLInfo glInfo
- VkInfo vkInfo

5.2.1 Detailed Description

Class for profiler. Saves the GPU information: vendor, renderer. OpenGL version, shading version, extensions. Vulkan device name, API version, driver version, vendor ID, device ID, extensions. Std::vector stores Profiling data (polycount per time).

5.2.2 Member Enumeration Documentation

5.2.2.1 TYPE

```
enum gpu::Profiler::TYPE
```

Enumerator

TRIANGLES	

5.2.3 Constructor & Destructor Documentation

5.2.3.1 Profiler()

```
gpu::Profiler::Profiler ( )  [inline]
```

Constructs the object. Empty constructor.

5.2.3.2 ~Profiler()

```
gpu::Profiler::~Profiler ( )  [inline]
```

Destroys the object.

5.2.4 Member Function Documentation

5.2.4.1 addTrianglesEntry()

```
void Profiler::addTrianglesEntry (
            unsigned numberOfTriangles,
            unsigned time )
```

Adds an entry to the profiler. Add en entry given a polycount and the time taken to render the frame.

Parameters

in	*numberOfTriangles*	The number of triangles
in	*time*	The time taken to render a frame

5.2.4.2 clear()

```
void gpu::Profiler::clear ( )  [inline]
```

Clear profiler. Deletes the data vector.

5.2.4.3 getData()

```
std::vector<std::vector<unsigned> > gpu::Profiler::getData ( )  [inline]
```

Gets the data recorded.

Returns

The data recorded until now.

5.2.4.4 getGLExtensions()

```
std::string gpu::Profiler::getGLExtensions ( )  [inline]
```

Gets the gl extensions.

Returns

The data.

5.2.4.5 getGLShadingLanguageVersion()

```
std::string gpu::Profiler::getGLShadingLanguageVersion ( )  [inline]
```

Gets the gl shading language version.

Returns

The data.

5.2.4.6 getGLVersion()

```
std::string gpu::Profiler::getGLVersion ( )  [inline]
```

Gets the gl version.

Returns

The data.

5.2.4.7 getRenderer()

```
std::string gpu::Profiler::getRenderer ( )  [inline]
```

Gets the renderer.

Returns

The data.

5.2.4.8 getVendor()

```
std::string gpu::Profiler::getVendor ( )  [inline]
```

Gets the GPU vendor.

Returns

The data.

5.2.4.9 getVkApiVersion()

```
uint32_t gpu::Profiler::getVkApiVersion ( )  [inline]
```

Gets the vulkan api version.

Returns

The vulkan api version.

5.2.4.10 getVkDeviceID()

```
uint32_t gpu::Profiler::getVkDeviceID ( )  [inline]
```

Gets the vulkan device id.

Returns

The vulkan device id.

5.2.4.11 getVkDeviceName()

```
std::string gpu::Profiler::getVkDeviceName ( )  [inline]
```

Gets the vulkan device name.

Returns

The vulkan device name.

5.2.4.12 getVkDriverVersion()

```
uint32_t gpu::Profiler::getVkDriverVersion ( )  [inline]
```

Gets the vulkan driver version.

Returns

The vulkan driver version.

5.2.4.13 getVkExtensions()

```
std::vector<std::string> gpu::Profiler::getVkExtensions ( )  [inline]
```

Gets the vulkan extensions.

Returns

The vulkan extensions.

5.2.4.14 getVkVendorID()

```
uint32_t gpu::Profiler::getVkVendorID ( )  [inline]
```

Gets the vulkan vendor id.

Returns

The vulkan vendor id.

5.2.4.15 save()

```
bool Profiler::save (
            std::string filename )
```

Save data to csv. Saves the data gathered into a CSV file.

Parameters

in	*filename*	The filename

Returns

True if save is successful, False otherwise.

5.2.4.16 setGLExtensions()

```
void gpu::Profiler::setGLExtensions (
            std::string data )  [inline]
```

Sets the gl extensions.

Parameters

in	*data*	The data

5.2.4.17 setGLShadingLanguageVersion()

```
void gpu::Profiler::setGLShadingLanguageVersion (
            std::string data )  [inline]
```

Sets the gl shading language version.

Parameters

in	*data*	The data

5.2.4.18 setGLVersion()

```
void gpu::Profiler::setGLVersion (
            std::string data )  [inline]
```

Sets the gl version.

Parameters

in	*data*	The data

5.2.4.19 setRenderer()

```
void gpu::Profiler::setRenderer (
```

```
            std::string data )  [inline]
```

Sets the renderer.

Parameters

in	*data*	The data

5.2.4.20 setVendor()

```
void gpu::Profiler::setVendor (
            std::string data )  [inline]
```

Sets the GPU vendor.

Parameters

in	*data*	The data

5.2.4.21 setVkApiVersion()

```
void gpu::Profiler::setVkApiVersion (
            uint32_t data )  [inline]
```

Sets the vulkan api version.

Parameters

in	*data*	The data

5.2.4.22 setVkDeviceID()

```
void gpu::Profiler::setVkDeviceID (
            uint32_t data )  [inline]
```

Sets the vulkan device id.

Parameters

in	*data*	The data

5.2.4.23 setVkDeviceName()

```
void gpu::Profiler::setVkDeviceName (
            std::string data )  [inline]
```

Sets the vulkan device name.

Parameters

in	*data*	The data

5.2.4.24 setVkDriverVersion()

```
void gpu::Profiler::setVkDriverVersion (
            uint32_t data )  [inline]
```

Sets the vulkan driver version.

Parameters

in	*data*	The data

5.2.4.25 setVkExtensions()

```
void gpu::Profiler::setVkExtensions (
            std::vector< std::string > extensions )  [inline]
```

Sets the vulkan extensions.

Parameters

in	*extensions*	The extensions

5.2.4.26 setVkVendorID()

```
void gpu::Profiler::setVkVendorID (
            uint32_t data )  [inline]
```

Sets the vulkan vendor id.

Parameters

in	*data*	The data

5.2.5 Member Data Documentation

5.2.5.1 glInfo

```
GLInfo gpu::Profiler::glInfo
```

5.2.5.2 vkInfo

```
VkInfo gpu::Profiler::vkInfo
```

The documentation for this class was generated from the following files:

- src/Profiler.h
- src/Profiler.cpp

5.3 gpu::VkInfo Struct Reference

VkInfo struct used to store the GPU and OpenGL data. Structure containing the Vulkan information.

```
#include <VkInfo.hpp>
```

Public Attributes

- uint32_t maxImageDimension1D = -1
- uint32_t maxImageDimension2D = -1
- uint32_t maxImageDimension3D = -1
- uint32_t maxImageDimensionCube = -1
- uint32_t maxImageArrayLayers = -1
- uint32_t maxTexelBufferElements = -1
- uint32_t maxUniformBufferRange = -1
- uint32_t maxStorageBufferRange = -1
- uint32_t maxPushConstantsSize = -1
- uint32_t maxMemoryAllocationCount = -1
- uint32_t maxSamplerAllocationCount = -1
- uint64_t bufferImageGranularity = -1
- uint64_t sparseAddressSpaceSize = -1
- uint32_t maxBoundDescriptorSets = -1
- uint32_t maxPerStageDescriptorSamplers = -1
- uint32_t maxPerStageDescriptorUniformBuffers = -1
- uint32_t maxPerStageDescriptorStorageBuffers = -1
- uint32_t maxPerStageDescriptorSampledImages = -1
- uint32_t maxPerStageDescriptorStorageImages = -1
- uint32_t maxPerStageDescriptorInputAttachments = -1
- uint32_t maxPerStageResources = -1

- uint32_t maxDescriptorSetSamplers = -1
- uint32_t maxDescriptorSetUniformBuffers = -1
- uint32_t maxDescriptorSetUniformBuffersDynamic = -1
- uint32_t maxDescriptorSetStorageBuffers = -1
- uint32_t maxDescriptorSetStorageBuffersDynamic = -1
- uint32_t maxDescriptorSetSampledImages = -1
- uint32_t maxDescriptorSetStorageImages = -1
- uint32_t maxDescriptorSetInputAttachments = -1
- uint32_t maxVertexInputAttributes = -1
- uint32_t maxVertexInputBindings = -1
- uint32_t maxVertexInputAttributeOffset = -1
- uint32_t maxVertexInputBindingStride = -1
- uint32_t maxVertexOutputComponents = -1
- uint32_t maxTessellationGenerationLevel = -1
- uint32_t maxTessellationPatchSize = -1
- uint32_t maxTessellationControlPerVertexInputComponents = -1
- uint32_t maxTessellationControlPerVertexOutputComponents = -1
- uint32_t maxTessellationControlPerPatchOutputComponents = -1
- uint32_t maxTessellationControlTotalOutputComponents = -1
- uint32_t maxTessellationEvaluationInputComponents = -1
- uint32_t maxTessellationEvaluationOutputComponents = -1
- uint32_t maxGeometryShaderInvocations = -1
- uint32_t maxGeometryInputComponents = -1
- uint32_t maxGeometryOutputComponents = -1
- uint32_t maxGeometryOutputVertices = -1
- uint32_t maxGeometryTotalOutputComponents = -1
- uint32_t maxFragmentInputComponents = -1
- uint32_t maxFragmentOutputAttachments = -1
- uint32_t maxFragmentDualSrcAttachments = -1
- uint32_t maxFragmentCombinedOutputResources = -1
- uint32_t maxComputeSharedMemorySize = -1
- uint32_t maxComputeWorkGroupCountX = -1
- uint32_t maxComputeWorkGroupCountY = -1
- uint32_t maxComputeWorkGroupCountZ = -1
- uint32_t maxComputeWorkGroupInvocations = -1
- uint32_t maxComputeWorkGroupSizeX = -1
- uint32_t maxComputeWorkGroupSizeY = -1
- uint32_t maxComputeWorkGroupSizeZ = -1
- uint32_t subPixelPrecisionBits = -1
- uint32_t subTexelPrecisionBits = -1
- uint32_t mipmapPrecisionBits = -1
- uint32_t maxDrawIndexedIndexValue = -1
- uint32_t maxDrawIndirectCount = -1
- float maxSamplerLodBias = -1
- float maxSamplerAnisotropy = -1
- uint32_t maxViewports = -1
- uint32_t maxViewportDimensionsX = -1
- uint32_t maxViewportDimensionsY = -1
- float viewportBoundsRangeX = -1
- float viewportBoundsRangeY = -1
- uint32_t viewportSubPixelBits = -1
- size_t minMemoryMapAlignment = -1
- uint64_t minTexelBufferOffsetAlignment = -1
- uint64_t minUniformBufferOffsetAlignment = -1
- uint64_t minStorageBufferOffsetAlignment = -1

- int32_t minTexelOffset = -1
- uint32_t maxTexelOffset = -1
- int32_t minTexelGatherOffset = -1
- uint32_t maxTexelGatherOffset = -1
- float minInterpolationOffset = -1
- float maxInterpolationOffset = -1
- uint32_t subPixelInterpolationOffsetBits = -1
- uint32_t maxFramebufferWidth = -1
- uint32_t maxFramebufferHeight = -1
- uint32_t maxFramebufferLayers = -1
- Count framebufferColorSampleCounts = VK_SAMPLE_COUNT_FLAG_BITS_MAX_ENUM
- Count framebufferDepthSampleCounts = VK_SAMPLE_COUNT_FLAG_BITS_MAX_ENUM
- Count framebufferStencilSampleCounts = VK_SAMPLE_COUNT_FLAG_BITS_MAX_ENUM
- Count framebufferNoAttachmentsSampleCounts = VK_SAMPLE_COUNT_FLAG_BITS_MAX_ENUM
- uint32_t maxColorAttachments = -1
- Count sampledImageColorSampleCounts = VK_SAMPLE_COUNT_FLAG_BITS_MAX_ENUM
- Count sampledImageIntegerSampleCounts = VK_SAMPLE_COUNT_FLAG_BITS_MAX_ENUM
- Count sampledImageDepthSampleCounts = VK_SAMPLE_COUNT_FLAG_BITS_MAX_ENUM
- Count sampledImageStencilSampleCounts = VK_SAMPLE_COUNT_FLAG_BITS_MAX_ENUM
- Count storageImageSampleCounts = VK_SAMPLE_COUNT_FLAG_BITS_MAX_ENUM
- uint32_t maxSampleMaskWords = -1
- bool timestampComputeAndGraphics = -1
- float timestampPeriod = -1
- uint32_t maxClipDistances = -1
- uint32_t maxCullDistances = -1
- uint32_t maxCombinedClipAndCullDistances = -1
- uint32_t discreteQueuePriorities = -1
- float pointSizeRangeX = -1
- float pointSizeRangeY = -1
- float lineWidthRangeX = -1
- float lineWidthRangeY = -1
- float pointSizeGranularity = -1
- float lineWidthGranularity = -1
- bool strictLines = -1
- bool standardSampleLocations = -1
- uint64_t optimalBufferCopyOffsetAlignment = -1
- uint64_t optimalBufferCopyRowPitchAlignment = -1
- uint64_t nonCoherentAtomSize = -1

5.3.1 Detailed Description

VkInfo struct used to store the GPU and OpenGL data. Structure containing the Vulkan information.

5.3.2 Member Data Documentation

5.3.2.1 bufferImageGranularity

```
uint64_t gpu::VkInfo::bufferImageGranularity = -1
```

5.3.2.2 discreteQueuePriorities

```
uint32_t gpu::VkInfo::discreteQueuePriorities = -1
```

5.3.2.3 framebufferColorSampleCounts

```
Count gpu::VkInfo::framebufferColorSampleCounts = VK_SAMPLE_COUNT_FLAG_BITS_MAX_ENUM
```

5.3.2.4 framebufferDepthSampleCounts

```
Count gpu::VkInfo::framebufferDepthSampleCounts = VK_SAMPLE_COUNT_FLAG_BITS_MAX_ENUM
```

5.3.2.5 framebufferNoAttachmentsSampleCounts

```
Count gpu::VkInfo::framebufferNoAttachmentsSampleCounts = VK_SAMPLE_COUNT_FLAG_BITS_MAX_ENUM
```

5.3.2.6 framebufferStencilSampleCounts

```
Count gpu::VkInfo::framebufferStencilSampleCounts = VK_SAMPLE_COUNT_FLAG_BITS_MAX_ENUM
```

5.3.2.7 lineWidthGranularity

```
float gpu::VkInfo::lineWidthGranularity = -1
```

5.3.2.8 lineWidthRangeX

```
float gpu::VkInfo::lineWidthRangeX = -1
```

5.3.2.9 lineWidthRangeY

```
float gpu::VkInfo::lineWidthRangeY = -1
```

5.3.2.10 maxBoundDescriptorSets

```
uint32_t gpu::VkInfo::maxBoundDescriptorSets = -1
```

5.3.2.11 maxClipDistances

```
uint32_t gpu::VkInfo::maxClipDistances = -1
```

5.3.2.12 maxColorAttachments

```
uint32_t gpu::VkInfo::maxColorAttachments = -1
```

5.3.2.13 maxCombinedClipAndCullDistances

```
uint32_t gpu::VkInfo::maxCombinedClipAndCullDistances = -1
```

5.3.2.14 maxComputeSharedMemorySize

```
uint32_t gpu::VkInfo::maxComputeSharedMemorySize = -1
```

5.3.2.15 maxComputeWorkGroupCountX

```
uint32_t gpu::VkInfo::maxComputeWorkGroupCountX = -1
```

5.3.2.16 maxComputeWorkGroupCountY

```
uint32_t gpu::VkInfo::maxComputeWorkGroupCountY = -1
```

5.3.2.17 maxComputeWorkGroupCountZ

```
uint32_t gpu::VkInfo::maxComputeWorkGroupCountZ = -1
```

5.3.2.18 maxComputeWorkGroupInvocations

```
uint32_t gpu::VkInfo::maxComputeWorkGroupInvocations = -1
```

5.3.2.19 maxComputeWorkGroupSizeX

```
uint32_t gpu::VkInfo::maxComputeWorkGroupSizeX = -1
```

5.3.2.20 maxComputeWorkGroupSizeY

```
uint32_t gpu::VkInfo::maxComputeWorkGroupSizeY = -1
```

5.3.2.21 maxComputeWorkGroupSizeZ

```
uint32_t gpu::VkInfo::maxComputeWorkGroupSizeZ = -1
```

5.3.2.22 maxCullDistances

```
uint32_t gpu::VkInfo::maxCullDistances = -1
```

5.3.2.23 maxDescriptorSetInputAttachments

```
uint32_t gpu::VkInfo::maxDescriptorSetInputAttachments = -1
```

5.3.2.24 maxDescriptorSetSampledImages

```
uint32_t gpu::VkInfo::maxDescriptorSetSampledImages = -1
```

5.3.2.25 maxDescriptorSetSamplers

```
uint32_t gpu::VkInfo::maxDescriptorSetSamplers = -1
```

5.3.2.26 maxDescriptorSetStorageBuffers

```
uint32_t gpu::VkInfo::maxDescriptorSetStorageBuffers = -1
```

5.3.2.27 maxDescriptorSetStorageBuffersDynamic

```
uint32_t gpu::VkInfo::maxDescriptorSetStorageBuffersDynamic = -1
```

5.3.2.28 maxDescriptorSetStorageImages

```
uint32_t gpu::VkInfo::maxDescriptorSetStorageImages = -1
```

5.3.2.29 maxDescriptorSetUniformBuffers

```
uint32_t gpu::VkInfo::maxDescriptorSetUniformBuffers = -1
```

5.3.2.30 maxDescriptorSetUniformBuffersDynamic

```
uint32_t gpu::VkInfo::maxDescriptorSetUniformBuffersDynamic = -1
```

5.3.2.31 maxDrawIndexedIndexValue

```
uint32_t gpu::VkInfo::maxDrawIndexedIndexValue = -1
```

5.3.2.32 maxDrawIndirectCount

```
uint32_t gpu::VkInfo::maxDrawIndirectCount = -1
```

5.3.2.33 maxFragmentCombinedOutputResources

```
uint32_t gpu::VkInfo::maxFragmentCombinedOutputResources = -1
```

5.3.2.34 maxFragmentDualSrcAttachments

```
uint32_t gpu::VkInfo::maxFragmentDualSrcAttachments = -1
```

5.3.2.35 maxFragmentInputComponents

```
uint32_t gpu::VkInfo::maxFragmentInputComponents = -1
```

5.3.2.36 maxFragmentOutputAttachments

```
uint32_t gpu::VkInfo::maxFragmentOutputAttachments = -1
```

5.3.2.37 maxFramebufferHeight

```
uint32_t gpu::VkInfo::maxFramebufferHeight = -1
```

5.3.2.38 maxFramebufferLayers

```
uint32_t gpu::VkInfo::maxFramebufferLayers = -1
```

5.3.2.39 maxFramebufferWidth

```
uint32_t gpu::VkInfo::maxFramebufferWidth = -1
```

5.3.2.40 maxGeometryInputComponents

```
uint32_t gpu::VkInfo::maxGeometryInputComponents = -1
```

5.3.2.41 maxGeometryOutputComponents

```
uint32_t gpu::VkInfo::maxGeometryOutputComponents = -1
```

5.3.2.42 maxGeometryOutputVertices

```
uint32_t gpu::VkInfo::maxGeometryOutputVertices = -1
```

5.3.2.43 maxGeometryShaderInvocations

```
uint32_t gpu::VkInfo::maxGeometryShaderInvocations = -1
```

5.3.2.44 maxGeometryTotalOutputComponents

```
uint32_t gpu::VkInfo::maxGeometryTotalOutputComponents = -1
```

5.3.2.45 maxImageArrayLayers

```
uint32_t gpu::VkInfo::maxImageArrayLayers = -1
```

5.3.2.46 maxImageDimension1D

```
uint32_t gpu::VkInfo::maxImageDimension1D = -1
```

5.3.2.47 maxImageDimension2D

```
uint32_t gpu::VkInfo::maxImageDimension2D = -1
```

5.3.2.48 maxImageDimension3D

```
uint32_t gpu::VkInfo::maxImageDimension3D = -1
```

5.3.2.49 maxImageDimensionCube

```
uint32_t gpu::VkInfo::maxImageDimensionCube = -1
```

5.3.2.50 maxInterpolationOffset

```
float gpu::VkInfo::maxInterpolationOffset = -1
```

5.3.2.51 maxMemoryAllocationCount

```
uint32_t gpu::VkInfo::maxMemoryAllocationCount = -1
```

5.3.2.52 maxPerStageDescriptorInputAttachments

```
uint32_t gpu::VkInfo::maxPerStageDescriptorInputAttachments = -1
```

5.3.2.53 maxPerStageDescriptorSampledImages

```
uint32_t gpu::VkInfo::maxPerStageDescriptorSampledImages = -1
```

5.3.2.54 maxPerStageDescriptorSamplers

```
uint32_t gpu::VkInfo::maxPerStageDescriptorSamplers = -1
```

5.3.2.55 maxPerStageDescriptorStorageBuffers

```
uint32_t gpu::VkInfo::maxPerStageDescriptorStorageBuffers = -1
```

5.3.2.56 maxPerStageDescriptorStorageImages

```
uint32_t gpu::VkInfo::maxPerStageDescriptorStorageImages = -1
```

5.3.2.57 maxPerStageDescriptorUniformBuffers

```
uint32_t gpu::VkInfo::maxPerStageDescriptorUniformBuffers = -1
```

5.3.2.58 maxPerStageResources

```
uint32_t gpu::VkInfo::maxPerStageResources = -1
```

5.3.2.59 maxPushConstantsSize

```
uint32_t gpu::VkInfo::maxPushConstantsSize = -1
```

5.3.2.60 maxSampleMaskWords

```
uint32_t gpu::VkInfo::maxSampleMaskWords = -1
```

5.3.2.61 maxSamplerAllocationCount

```
uint32_t gpu::VkInfo::maxSamplerAllocationCount = -1
```

5.3.2.62 maxSamplerAnisotropy

```
float gpu::VkInfo::maxSamplerAnisotropy = -1
```

5.3.2.63 maxSamplerLodBias

```
float gpu::VkInfo::maxSamplerLodBias = -1
```

5.3.2.64 maxStorageBufferRange

```
uint32_t gpu::VkInfo::maxStorageBufferRange = -1
```

5.3.2.65 maxTessellationControlPerPatchOutputComponents

```
uint32_t gpu::VkInfo::maxTessellationControlPerPatchOutputComponents = -1
```

5.3.2.66 maxTessellationControlPerVertexInputComponents

```
uint32_t gpu::VkInfo::maxTessellationControlPerVertexInputComponents = -1
```

5.3.2.67 maxTessellationControlPerVertexOutputComponents

```
uint32_t gpu::VkInfo::maxTessellationControlPerVertexOutputComponents = -1
```

5.3.2.68 maxTessellationControlTotalOutputComponents

```
uint32_t gpu::VkInfo::maxTessellationControlTotalOutputComponents = -1
```

5.3.2.69 maxTessellationEvaluationInputComponents

```
uint32_t gpu::VkInfo::maxTessellationEvaluationInputComponents = -1
```

5.3.2.70 maxTessellationEvaluationOutputComponents

```
uint32_t gpu::VkInfo::maxTessellationEvaluationOutputComponents = -1
```

5.3.2.71 maxTessellationGenerationLevel

```
uint32_t gpu::VkInfo::maxTessellationGenerationLevel = -1
```

5.3.2.72 maxTessellationPatchSize

```
uint32_t gpu::VkInfo::maxTessellationPatchSize = -1
```

5.3.2.73 maxTexelBufferElements

```
uint32_t gpu::VkInfo::maxTexelBufferElements = -1
```

5.3.2.74 maxTexelGatherOffset

```
uint32_t gpu::VkInfo::maxTexelGatherOffset = -1
```

5.3.2.75 maxTexelOffset

```
uint32_t gpu::VkInfo::maxTexelOffset = -1
```

5.3.2.76 maxUniformBufferRange

```
uint32_t gpu::VkInfo::maxUniformBufferRange = -1
```

5.3.2.77 maxVertexInputAttributeOffset

```
uint32_t gpu::VkInfo::maxVertexInputAttributeOffset = -1
```

5.3.2.78 maxVertexInputAttributes

```
uint32_t gpu::VkInfo::maxVertexInputAttributes = -1
```

5.3.2.79 maxVertexInputBindings

```
uint32_t gpu::VkInfo::maxVertexInputBindings = -1
```

5.3.2.80 maxVertexInputBindingStride

```
uint32_t gpu::VkInfo::maxVertexInputBindingStride = -1
```

5.3.2.81 maxVertexOutputComponents

```
uint32_t gpu::VkInfo::maxVertexOutputComponents = -1
```

5.3.2.82 maxViewportDimensionsX

```
uint32_t gpu::VkInfo::maxViewportDimensionsX = -1
```

5.3.2.83 maxViewportDimensionsY

```
uint32_t gpu::VkInfo::maxViewportDimensionsY = -1
```

5.3.2.84 maxViewports

```
uint32_t gpu::VkInfo::maxViewports = -1
```

5.3.2.85 minInterpolationOffset

```
float gpu::VkInfo::minInterpolationOffset = -1
```

5.3.2.86 minMemoryMapAlignment

```
size_t gpu::VkInfo::minMemoryMapAlignment = -1
```

5.3.2.87 minStorageBufferOffsetAlignment

```
uint64_t gpu::VkInfo::minStorageBufferOffsetAlignment = -1
```

5.3.2.88 minTexelBufferOffsetAlignment

```
uint64_t gpu::VkInfo::minTexelBufferOffsetAlignment = -1
```

5.3.2.89 minTexelGatherOffset

```
int32_t gpu::VkInfo::minTexelGatherOffset = -1
```

5.3.2.90 minTexelOffset

```
int32_t gpu::VkInfo::minTexelOffset = -1
```

5.3.2.91 minUniformBufferOffsetAlignment

```
uint64_t gpu::VkInfo::minUniformBufferOffsetAlignment = -1
```

5.3.2.92 mipmapPrecisionBits

```
uint32_t gpu::VkInfo::mipmapPrecisionBits = -1
```

5.3.2.93 nonCoherentAtomSize

```
uint64_t gpu::VkInfo::nonCoherentAtomSize = -1
```

5.3.2.94 optimalBufferCopyOffsetAlignment

```
uint64_t gpu::VkInfo::optimalBufferCopyOffsetAlignment = -1
```

5.3.2.95 optimalBufferCopyRowPitchAlignment

```
uint64_t gpu::VkInfo::optimalBufferCopyRowPitchAlignment = -1
```

5.3.2.96 pointSizeGranularity

```
float gpu::VkInfo::pointSizeGranularity = -1
```

5.3.2.97 pointSizeRangeX

```
float gpu::VkInfo::pointSizeRangeX = -1
```

5.3.2.98 pointSizeRangeY

```
float gpu::VkInfo::pointSizeRangeY = -1
```

5.3.2.99 sampledImageColorSampleCounts

```
Count gpu::VkInfo::sampledImageColorSampleCounts = VK_SAMPLE_COUNT_FLAG_BITS_MAX_ENUM
```

5.3.2.100 sampledImageDepthSampleCounts

```
Count gpu::VkInfo::sampledImageDepthSampleCounts = VK_SAMPLE_COUNT_FLAG_BITS_MAX_ENUM
```

5.3.2.101 sampledImageIntegerSampleCounts

```
Count gpu::VkInfo::sampledImageIntegerSampleCounts = VK_SAMPLE_COUNT_FLAG_BITS_MAX_ENUM
```

5.3.2.102 sampledImageStencilSampleCounts

```
Count gpu::VkInfo::sampledImageStencilSampleCounts = VK_SAMPLE_COUNT_FLAG_BITS_MAX_ENUM
```

5.3.2.103 sparseAddressSpaceSize

```
uint64_t gpu::VkInfo::sparseAddressSpaceSize = -1
```

5.3.2.104 standardSampleLocations

```
bool gpu::VkInfo::standardSampleLocations = -1
```

5.3.2.105 storageImageSampleCounts

```
Count gpu::VkInfo::storageImageSampleCounts = VK_SAMPLE_COUNT_FLAG_BITS_MAX_ENUM
```

5.3.2.106 strictLines

```
bool gpu::VkInfo::strictLines = -1
```

5.3.2.107 subPixelInterpolationOffsetBits

```
uint32_t gpu::VkInfo::subPixelInterpolationOffsetBits = -1
```

5.3.2.108 subPixelPrecisionBits

```
uint32_t gpu::VkInfo::subPixelPrecisionBits = -1
```

5.3.2.109 subTexelPrecisionBits

```
uint32_t gpu::VkInfo::subTexelPrecisionBits = -1
```

5.3.2.110 timestampComputeAndGraphics

```
bool gpu::VkInfo::timestampComputeAndGraphics = -1
```

5.3.2.111 timestampPeriod

```
float gpu::VkInfo::timestampPeriod = -1
```

5.3.2.112 viewportBoundsRangeX

```
float gpu::VkInfo::viewportBoundsRangeX = -1
```

5.3.2.113 viewportBoundsRangeY

```
float gpu::VkInfo::viewportBoundsRangeY = -1
```

5.3.2.114 viewportSubPixelBits

```
uint32_t gpu::VkInfo::viewportSubPixelBits = -1
```

The documentation for this struct was generated from the following file:

- src/VkInfo.hpp

Chapter 6

File Documentation

6.1 src/GLInfo.hpp File Reference

Classes

- struct gpu::GLInfo

  GLInfo struct used to store the GPU and OpenGL data. Structure containing the OpenGL information.

Namespaces

- gpu

6.2 src/Profiler.cpp File Reference

```
#include "Profiler.h"
```

6.3 src/Profiler.h File Reference

```
#include <vector>
#include <string>
#include <fstream>
#include "GLInfo.hpp"
#include "VkInfo.hpp"
```

Classes

- class gpu::Profiler

  Class for profiler. Saves the GPU information: vendor, renderer. OpenGL version, shading version, extensions. Vulkan device name, API version, driver version, vendor ID, device ID, extensions. Std::vector stores Profiling data (polycount per time).

Namespaces

- gpu

6.4 src/VkInfo.hpp File Reference

Classes

- struct gpu::VkInfo

  VkInfo struct used to store the GPU and OpenGL data. Structure containing the Vulkan information.

Namespaces

- gpu

Enumerations

- enum gpu::Count {
  gpu::VK_SAMPLE_COUNT_1_BIT = 0x00000001, gpu::VK_SAMPLE_COUNT_2_BIT = 0x00000002, gpu::VK_SAMPLE_COUNT_4_BIT = 0x00000004, gpu::VK_SAMPLE_COUNT_8_BIT = 0x00000008, gpu::VK_SAMPLE_COUNT_16_BIT = 0x00000010, gpu::VK_SAMPLE_COUNT_32_BIT = 0x00000020, gpu::VK_SAMPLE_COUNT_64_BIT = 0x00000040, gpu::VK_SAMPLE_COUNT_FLAG_BITS_MAX_ENUM = 0x7FFFFFFF }

6.5 test/main.cpp File Reference

```
#include "gtest/gtest.h"
```

Functions

- int main (int argc, char *argv[])

6.5.1 Function Documentation

6.5.1.1 main()

```
int main (
            int argc,
            char * argv[] )
```

6.6 test/src/ProfilerTests.cpp File Reference

```
#include "gtest/gtest.h"
#include "../../src/Profiler.h"
```

Functions

- TEST (Profiler, AddEntry)

6.6.1 Function Documentation

6.6.1.1 TEST()

```
TEST (
            Profiler ,
            AddEntry  )
```

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