

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 ※ | 1.3.0    |
| ハードウェアレベル ※   | 1        |
| コンピュータレベル ※   | 0        |
| DEQP_LEVEL ※  | 2022-3-1 |

OpenGL ES

|              |          |
|--------------|----------|
| DEQP_LEVEL ※ | 2022-3-1 |
|--------------|----------|

OpenGL ES 1.0/1.1

|              |  |
|--------------|--|
| Vendor ※     | Qualcomm   |
| Renderer ※   | Adreno (TM) 740  |
| Extensions ※ | GL_AMD_compressed_ATC_texture<br>GL_AMD_performance_monitor<br>GL_APPLE_texture_2D_limited_npot<br>GL_ARB_vertex_buffer_object<br>GL_EXT_debug_marker<br>GL_EXT_texture_filter_anisotropic<br>GL_EXT_texture_format_BGRA8888<br>GL_EXT_texture_type_2_10_10_10_REV<br>GL_OES_EGL_image<br>GL_OES_EGL_image_external<br>GL_OES_blend_equation_separate<br>GL_OES_blend_func_separate<br>GL_OES_blend_subtract<br>GL_OES_compressed_ETC1_RGB8_texture<br>GL_OES_compressed_paletted_texture<br>GL_OES_depth24<br>GL_OES_depth_texture<br>GL_OES_draw_texture<br>GL_OES_framebuffer_object<br>GL_OES_matrix_palette<br>GL_OES_packed_depth_stencil<br>GL_OES_point_size_array<br>GL_OES_point_sprite<br>GL_OES_read_format<br>GL_OES_rgb8_rgba8<br>GL_OES_stencil_wrap<br>GL_OES_texture_cube_map<br>GL_OES_texture_env_crossbar<br>GL_OES_texture_float<br>GL_OES_texture_half_float<br>GL_OES_texture_half_float_linear<br>GL_OES_texture_mirrored_repeat<br>GL_OES_texture_npot<br>GL_QCOM_extended_get<br>GL_QCOM_tiled_rendering |

## OpenGL ES 2.0

|              |  |
|--------------|--|
| Vendor ※     | Qualcomm   |
| Renderer ※   | Adreno (TM) 740  |
| Extensions ※ | GL_AMD_compressed_ATC_texture<br>GL_ANDROID_extension_pack_es31a<br>GL_ARM_shader_framebuffer_fetch_depth_stencil<br>GL_EXT_EGL_image_array<br>GL_EXT_EGL_image_external_wrap_modes<br>GL_EXT_EGL_image_storage<br>GL_EXT_YUV_target<br>GL_EXT_blend_func_extended<br>GL_EXT_blit_framebuffer_params<br>GL_EXT_buffer_storage<br>GL_EXT_clip_control<br>GL_EXT_clip_cull_distance<br>GL_EXT_color_buffer_float<br>GL_EXT_color_buffer_half_float<br>GL_EXT_copy_image<br>GL_EXT_debug_label<br>GL_EXT_debug_marker<br>GL_EXT_depth_clamp<br>GL_EXT_discard_framebuffer<br>GL_EXT_disjoint_timer_query<br>GL_EXT_draw_buffers_indexed<br>GL_EXT_external_buffer<br>GL_EXT_float_blend<br>GL_EXT_fragment_invocation_density<br>GL_EXT_fragment_shading_rate<br>GL_EXT_fragment_shading_rate_attachment<br>GL_EXT_fragment_shading_rate_primitive<br>GL_EXT_geometry_shader<br>GL_EXT_gpu_shader5<br>GL_EXT_memory_object<br>GL_EXT_memory_object_fd<br>GL_EXT_multisampled_render_to_texture<br>GL_EXT_multisampled_render_to_texture2<br>GL_EXT_polygon_offset_clamp<br>GL_EXT_primitive_bounding_box<br>GL_EXT_protected_textures<br>GL_EXT_read_format_bgra<br>GL_EXT_robustness<br>GL_EXT_sRGB<br>GL_EXT_sRGB_write_control<br>GL_EXT_shader_framebuffer_fetch<br>GL_EXT_shader_io_blocks<br>GL_EXT_shader_non_constant_global_initializers<br>GL_EXT_tessellation_shader<br>GL_EXT_texture_border_clamp<br>GL_EXT_texture_buffer<br>GL_EXT_texture_compression_astc_decode_mode<br>GL_EXT_texture_compression_bptc<br>GL_EXT_texture_compression_rgtc<br>GL_EXT_texture_compression_s3tc<br>GL_EXT_texture_compression_s3tc_srgb<br>GL_EXT_texture_cube_map_array<br>GL_EXT_texture_filter_anisotropic |

GL\_EXT\_texture\_format\_BGRA8888  
GL\_EXT\_texture\_format\_sRGB\_override  
GL\_EXT\_texture\_mirror\_clamp\_to\_edge  
GL\_EXT\_texture\_norm16  
GL\_EXT\_texture\_sRGB\_R8  
GL\_EXT\_texture\_sRGB\_RG8  
GL\_EXT\_texture\_sRGB\_decode  
GL\_EXT\_texture\_type\_2\_10\_10\_10\_REV  
GL\_IMG\_texture\_filter\_cubic  
GL\_KHR\_blend\_equation\_advanced  
GL\_KHR\_blend\_equation\_advanced\_coherent  
GL\_KHR\_debug  
GL\_KHR\_no\_error  
GL\_KHR\_robust\_buffer\_access\_behavior  
GL\_KHR\_texture\_compression\_astc\_hdr  
GL\_KHR\_texture\_compression\_astc\_ldr  
GL\_KHR\_texture\_compression\_astc\_sliced\_3d  
GL\_NV\_shader\_noperspective\_interpolation  
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\_depth24  
GL\_OES\_depth\_texture  
GL\_OES\_depth\_texture\_cube\_map  
GL\_OES\_element\_index\_uint  
GL\_OES\_framebuffer\_object  
GL\_OES\_get\_program\_binary  
GL\_OES\_packed\_depth\_stencil  
GL\_OES\_rgb8\_rgba8  
GL\_OES\_sample\_shading  
GL\_OES\_sample\_variables  
GL\_OES\_shader\_image\_atomic  
GL\_OES\_shader\_multisample\_interpolation  
GL\_OES\_standard\_derivatives  
GL\_OES\_surfaceless\_context  
GL\_OES\_texture\_3D  
GL\_OES\_texture\_compression\_astc  
GL\_OES\_texture\_float  
GL\_OES\_texture\_float\_linear  
GL\_OES\_texture\_half\_float  
GL\_OES\_texture\_half\_float\_linear  
GL\_OES\_texture\_npot  
GL\_OES\_texture\_stencil8  
GL\_OES\_texture\_storage\_multisample\_2d\_array  
GL\_OES\_texture\_view  
GL\_OES\_vertex\_array\_object  
GL\_OES\_vertex\_half\_float  
GL\_OVR\_multiview  
GL\_OVR\_multiview2  
GL\_OVR\_multiview\_multisampled\_render\_to\_texture  
GL\_QCOM\_YUV\_texture\_gather  
GL\_QCOM\_alpha\_test  
GL\_QCOM\_frame\_extrapolation  
GL\_QCOM\_motion\_estimation  
GL\_QCOM\_render\_shared\_exponent  
GL\_QCOM\_shader\_framebuffer\_fetch\_noncoherent  
GL\_QCOM\_shader\_framebuffer\_fetch\_rate  
GL\_QCOM\_shading\_rate  
GL\_QCOM\_texture\_foveated  
GL\_QCOM\_texture\_foveated2

|                                 |   |                      |
|---------------------------------|---|----------------------|
|                                 | GL_QCOM_texture_foveated_subsampled_layout<br>GL_QCOM_tiled_rendering |                      |
| ETC1 texture compressionのサポート ※ | ✔ 対応  | <a href="#">▲閉じる</a> |

## OpenGL ES 3.0

|              |  |
|--------------|--|
| Vendor ※     | Qualcomm   |
| Renderer ※   | Adreno (TM) 740  |
| Extensions ※ | GL_AMD_compressed_ATC_texture<br>GL_ANDROID_extension_pack_es31a<br>GL_ARM_shader_framebuffer_fetch_depth_stencil<br>GL_EXT_EGL_image_array<br>GL_EXT_EGL_image_external_wrap_modes<br>GL_EXT_EGL_image_storage<br>GL_EXT_YUV_target<br>GL_EXT_blend_func_extended<br>GL_EXT_blit_framebuffer_params<br>GL_EXT_buffer_storage<br>GL_EXT_clip_control<br>GL_EXT_clip_cull_distance<br>GL_EXT_color_buffer_float<br>GL_EXT_color_buffer_half_float<br>GL_EXT_copy_image<br>GL_EXT_debug_label<br>GL_EXT_debug_marker<br>GL_EXT_depth_clamp<br>GL_EXT_discard_framebuffer<br>GL_EXT_disjoint_timer_query<br>GL_EXT_draw_buffers_indexed<br>GL_EXT_external_buffer<br>GL_EXT_float_blend<br>GL_EXT_fragment_invocation_density<br>GL_EXT_fragment_shading_rate<br>GL_EXT_fragment_shading_rate_attachment<br>GL_EXT_fragment_shading_rate_primitive<br>GL_EXT_geometry_shader<br>GL_EXT_gpu_shader5<br>GL_EXT_memory_object<br>GL_EXT_memory_object_fd<br>GL_EXT_multisampled_render_to_texture<br>GL_EXT_multisampled_render_to_texture2<br>GL_EXT_polygon_offset_clamp<br>GL_EXT_primitive_bounding_box<br>GL_EXT_protected_textures<br>GL_EXT_read_format_bgra<br>GL_EXT_robustness<br>GL_EXT_sRGB<br>GL_EXT_sRGB_write_control<br>GL_EXT_shader_framebuffer_fetch<br>GL_EXT_shader_io_blocks<br>GL_EXT_shader_non_constant_global_initializers<br>GL_EXT_tessellation_shader<br>GL_EXT_texture_border_clamp<br>GL_EXT_texture_buffer<br>GL_EXT_texture_compression_astc_decode_mode<br>GL_EXT_texture_compression_bptc<br>GL_EXT_texture_compression_rgtc<br>GL_EXT_texture_compression_s3tc |

GL\_EXT\_texture\_compression\_s3tc\_srgb  
GL\_EXT\_texture\_cube\_map\_array  
GL\_EXT\_texture\_filter\_anisotropic  
GL\_EXT\_texture\_format\_BGRA8888  
GL\_EXT\_texture\_format\_sRGB\_override  
GL\_EXT\_texture\_mirror\_clamp\_to\_edge  
GL\_EXT\_texture\_norm16  
GL\_EXT\_texture\_sRGB\_R8  
GL\_EXT\_texture\_sRGB\_RG8  
GL\_EXT\_texture\_sRGB\_decode  
GL\_EXT\_texture\_type\_2\_10\_10\_10\_REV  
GL\_IMG\_texture\_filter\_cubic  
GL\_KHR\_blend\_equation\_advanced  
GL\_KHR\_blend\_equation\_advanced\_coherent  
GL\_KHR\_debug  
GL\_KHR\_no\_error  
GL\_KHR\_robust\_buffer\_access\_behavior  
GL\_KHR\_texture\_compression\_astc\_hdr  
GL\_KHR\_texture\_compression\_astc\_ldr  
GL\_KHR\_texture\_compression\_astc\_sliced\_3d  
GL\_NV\_shader\_noperspective\_interpolation  
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\_depth24  
GL\_OES\_depth\_texture  
GL\_OES\_depth\_texture\_cube\_map  
GL\_OES\_element\_index\_uint  
GL\_OES\_framebuffer\_object  
GL\_OES\_get\_program\_binary  
GL\_OES\_packed\_depth\_stencil  
GL\_OES\_rgb8\_rgba8  
GL\_OES\_sample\_shading  
GL\_OES\_sample\_variables  
GL\_OES\_shader\_image\_atomic  
GL\_OES\_shader\_multisample\_interpolation  
GL\_OES\_standard\_derivatives  
GL\_OES\_surfaceless\_context  
GL\_OES\_texture\_3D  
GL\_OES\_texture\_compression\_astc  
GL\_OES\_texture\_float  
GL\_OES\_texture\_float\_linear  
GL\_OES\_texture\_half\_float  
GL\_OES\_texture\_half\_float\_linear  
GL\_OES\_texture\_npot  
GL\_OES\_texture\_stencil8  
GL\_OES\_texture\_storage\_multisample\_2d\_array  
GL\_OES\_texture\_view  
GL\_OES\_vertex\_array\_object  
GL\_OES\_vertex\_half\_float  
GL\_OVR\_multiview  
GL\_OVR\_multiview2  
GL\_OVR\_multiview\_multisampled\_render\_to\_texture  
GL\_QCOM\_YUV\_texture\_gather  
GL\_QCOM\_alpha\_test  
GL\_QCOM\_frame\_extrapolation  
GL\_QCOM\_motion\_estimation  
GL\_QCOM\_render\_shared\_exponent  
GL\_QCOM\_shader\_framebuffer\_fetch\_noncoherent  
GL\_QCOM\_shader\_framebuffer\_fetch\_rate

|                                 |  |                      |
|---------------------------------|--|----------------------|
|                                 | GL_QCOM_shading_rate<br>GL_QCOM_texture_foveated<br>GL_QCOM_texture_foveated2<br>GL_QCOM_texture_foveated_subsampled_layout<br>GL_QCOM_tiled_rendering<br>GL_QCOM_validate_shader_binaries |                      |
| ETC1 texture compressionのサポート ※ | ✔ 対応   | <a href="#">▲閉じる</a> |

## OpenGL ES 3.1

|              |  |
|--------------|--|
| Vendor ※     | Qualcomm   |
| Renderer ※   | Adreno (TM) 740  |
| Extensions ※ | GL_AMD_compressed_ATC_texture<br>GL_ANDROID_extension_pack_es31a<br>GL_ARM_shader_framebuffer_fetch_depth_stencil<br>GL_EXT_EGL_image_array<br>GL_EXT_EGL_image_external_wrap_modes<br>GL_EXT_EGL_image_storage<br>GL_EXT_YUV_target<br>GL_EXT_blend_func_extended<br>GL_EXT_blit_framebuffer_params<br>GL_EXT_buffer_storage<br>GL_EXT_clip_control<br>GL_EXT_clip_cull_distance<br>GL_EXT_color_buffer_float<br>GL_EXT_color_buffer_half_float<br>GL_EXT_copy_image<br>GL_EXT_debug_label<br>GL_EXT_debug_marker<br>GL_EXT_depth_clamp<br>GL_EXT_discard_framebuffer<br>GL_EXT_disjoint_timer_query<br>GL_EXT_draw_buffers_indexed<br>GL_EXT_external_buffer<br>GL_EXT_float_blend<br>GL_EXT_fragment_invocation_density<br>GL_EXT_fragment_shading_rate<br>GL_EXT_fragment_shading_rate_attachment<br>GL_EXT_fragment_shading_rate_primitive<br>GL_EXT_geometry_shader<br>GL_EXT_gpu_shader5<br>GL_EXT_memory_object<br>GL_EXT_memory_object_fd<br>GL_EXT_multisampled_render_to_texture<br>GL_EXT_multisampled_render_to_texture2<br>GL_EXT_polygon_offset_clamp<br>GL_EXT_primitive_bounding_box<br>GL_EXT_protected_textures<br>GL_EXT_read_format_bgra<br>GL_EXT_robustness<br>GL_EXT_sRGB<br>GL_EXT_sRGB_write_control<br>GL_EXT_shader_framebuffer_fetch<br>GL_EXT_shader_io_blocks<br>GL_EXT_shader_non_constant_global_initializers<br>GL_EXT_tessellation_shader<br>GL_EXT_texture_border_clamp<br>GL_EXT_texture_buffer |

GL\_EXT\_texture\_compression\_astc\_decode\_mode  
GL\_EXT\_texture\_compression\_bptc  
GL\_EXT\_texture\_compression\_rgtc  
GL\_EXT\_texture\_compression\_s3tc  
GL\_EXT\_texture\_compression\_s3tc\_srgb  
GL\_EXT\_texture\_cube\_map\_array  
GL\_EXT\_texture\_filter\_anisotropic  
GL\_EXT\_texture\_format\_BGRA8888  
GL\_EXT\_texture\_format\_sRGB\_override  
GL\_EXT\_texture\_mirror\_clamp\_to\_edge  
GL\_EXT\_texture\_norm16  
GL\_EXT\_texture\_sRGB\_R8  
GL\_EXT\_texture\_sRGB\_RG8  
GL\_EXT\_texture\_sRGB\_decode  
GL\_EXT\_texture\_type\_2\_10\_10\_10\_REV  
GL\_IMG\_texture\_filter\_cubic  
GL\_KHR\_blend\_equation\_advanced  
GL\_KHR\_blend\_equation\_advanced\_coherent  
GL\_KHR\_debug  
GL\_KHR\_no\_error  
GL\_KHR\_robust\_buffer\_access\_behavior  
GL\_KHR\_texture\_compression\_astc\_hdr  
GL\_KHR\_texture\_compression\_astc\_ldr  
GL\_KHR\_texture\_compression\_astc\_sliced\_3d  
GL\_NV\_shader\_noperspective\_interpolation  
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\_depth24  
GL\_OES\_depth\_texture  
GL\_OES\_depth\_texture\_cube\_map  
GL\_OES\_element\_index\_uint  
GL\_OES\_framebuffer\_object  
GL\_OES\_get\_program\_binary  
GL\_OES\_packed\_depth\_stencil  
GL\_OES\_rgb8\_rgba8  
GL\_OES\_sample\_shading  
GL\_OES\_sample\_variables  
GL\_OES\_shader\_image\_atomic  
GL\_OES\_shader\_multisample\_interpolation  
GL\_OES\_standard\_derivatives  
GL\_OES\_surfaceless\_context  
GL\_OES\_texture\_3D  
GL\_OES\_texture\_compression\_astc  
GL\_OES\_texture\_float  
GL\_OES\_texture\_float\_linear  
GL\_OES\_texture\_half\_float  
GL\_OES\_texture\_half\_float\_linear  
GL\_OES\_texture\_npot  
GL\_OES\_texture\_stencil8  
GL\_OES\_texture\_storage\_multisample\_2d\_array  
GL\_OES\_texture\_view  
GL\_OES\_vertex\_array\_object  
GL\_OES\_vertex\_half\_float  
GL\_OVR\_multiview  
GL\_OVR\_multiview2  
GL\_OVR\_multiview\_multisampled\_render\_to\_texture  
GL\_QCOM\_YUV\_texture\_gather  
GL\_QCOM\_alpha\_test  
GL\_QCOM\_frame\_extrapolation

|                                 |  |                       |
|---------------------------------|--|-----------------------|
|                                 | GL_QCOM_motion_estimation<br>GL_QCOM_render_shared_exponent<br>GL_QCOM_shader_framebuffer_fetch_noncoherent<br>GL_QCOM_shader_framebuffer_fetch_rate<br>GL_QCOM_shading_rate<br>GL_QCOM_texture_foveated<br>GL_QCOM_texture_foveated2<br>GL_QCOM_texture_foveated_subsampled_layout<br>GL_QCOM_tiled_rendering | <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 ※     | Qualcomm  |
| Renderer ※   | Adreno (TM) 740   |
| Extensions ※ | GL_AMD_compressed_ATC_texture<br>GL_ANDROID_extension_pack_es31a<br>GL_ARM_shader_framebuffer_fetch_depth_stencil<br>GL_EXT_EGL_image_array<br>GL_EXT_EGL_image_external_wrap_modes<br>GL_EXT_EGL_image_storage<br>GL_EXT_YUV_target<br>GL_EXT_blend_func_extended<br>GL_EXT_blit_framebuffer_params<br>GL_EXT_buffer_storage<br>GL_EXT_clip_control<br>GL_EXT_clip_cull_distance<br>GL_EXT_color_buffer_float<br>GL_EXT_color_buffer_half_float<br>GL_EXT_copy_image<br>GL_EXT_debug_label<br>GL_EXT_debug_marker<br>GL_EXT_depth_clamp<br>GL_EXT_discard_framebuffer<br>GL_EXT_disjoint_timer_query<br>GL_EXT_draw_buffers_indexed<br>GL_EXT_external_buffer<br>GL_EXT_float_blend<br>GL_EXT_fragment_invocation_density<br>GL_EXT_fragment_shading_rate<br>GL_EXT_fragment_shading_rate_attachment<br>GL_EXT_fragment_shading_rate_primitive<br>GL_EXT_geometry_shader<br>GL_EXT_gpu_shader5<br>GL_EXT_memory_object<br>GL_EXT_memory_object_fd<br>GL_EXT_multisampled_render_to_texture<br>GL_EXT_multisampled_render_to_texture2<br>GL_EXT_polygon_offset_clamp<br>GL_EXT_primitive_bounding_box<br>GL_EXT_protected_textures<br>GL_EXT_read_format_bgra<br>GL_EXT_robustness<br>GL_EXT_sRGB<br>GL_EXT_sRGB_write_control<br>GL_EXT_shader_framebuffer_fetch |



GL\_EXT\_shader\_io\_blocks  
GL\_EXT\_shader\_non\_constant\_global\_initializers  
GL\_EXT\_tessellation\_shader  
GL\_EXT\_texture\_border\_clamp  
GL\_EXT\_texture\_buffer  
GL\_EXT\_texture\_compression\_astc\_decode\_mode  
GL\_EXT\_texture\_compression\_bptc  
GL\_EXT\_texture\_compression\_rgtc  
GL\_EXT\_texture\_compression\_s3tc  
GL\_EXT\_texture\_compression\_s3tc\_srgb  
GL\_EXT\_texture\_cube\_map\_array  
GL\_EXT\_texture\_filter\_anisotropic  
GL\_EXT\_texture\_format\_BGRA8888  
GL\_EXT\_texture\_format\_sRGB\_override  
GL\_EXT\_texture\_mirror\_clamp\_to\_edge  
GL\_EXT\_texture\_norm16  
GL\_EXT\_texture\_sRGB\_R8  
GL\_EXT\_texture\_sRGB\_RG8  
GL\_EXT\_texture\_sRGB\_decode  
GL\_EXT\_texture\_type\_2\_10\_10\_10\_REV  
GL\_IMG\_texture\_filter\_cubic  
GL\_KHR\_blend\_equation\_advanced  
GL\_KHR\_blend\_equation\_advanced\_coherent  
GL\_KHR\_debug  
GL\_KHR\_no\_error  
GL\_KHR\_robust\_buffer\_access\_behavior  
GL\_KHR\_texture\_compression\_astc\_hdr  
GL\_KHR\_texture\_compression\_astc\_ldr  
GL\_KHR\_texture\_compression\_astc\_sliced\_3d  
GL\_NV\_shader\_noperspective\_interpolation  
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\_depth24  
GL\_OES\_depth\_texture  
GL\_OES\_depth\_texture\_cube\_map  
GL\_OES\_element\_index\_uint  
GL\_OES\_framebuffer\_object  
GL\_OES\_get\_program\_binary  
GL\_OES\_packed\_depth\_stencil  
GL\_OES\_rgb8\_rgba8  
GL\_OES\_sample\_shading  
GL\_OES\_sample\_variables  
GL\_OES\_shader\_image\_atomic  
GL\_OES\_shader\_multisample\_interpolation  
GL\_OES\_standard\_derivatives  
GL\_OES\_surfaceless\_context  
GL\_OES\_texture\_3D  
GL\_OES\_texture\_compression\_astc  
GL\_OES\_texture\_float  
GL\_OES\_texture\_float\_linear  
GL\_OES\_texture\_half\_float  
GL\_OES\_texture\_half\_float\_linear  
GL\_OES\_texture\_npot  
GL\_OES\_texture\_stencil8  
GL\_OES\_texture\_storage\_multisample\_2d\_array  
GL\_OES\_texture\_view  
GL\_OES\_vertex\_array\_object  
GL\_OES\_vertex\_half\_float  
GL\_OVR\_multiview

|                                 |   |  |
|---------------------------------|---|--|
|                                 | GL_OVR_multiview2<br>GL_OVR_multiview_multisampled_render_to_texture<br>GL_QCOM_YUV_texture_gather<br>GL_QCOM_alpha_test<br>GL_QCOM_frame_extrapolation<br>GL_QCOM_motion_estimation<br>GL_QCOM_render_shared_exponent<br>GL_QCOM_shader_framebuffer_fetch_noncoherent<br>GL_QCOM_shader_framebuffer_fetch_rate<br>GL_QCOM_shading_rate<br>GL_QCOM_texture_foveated<br>GL_QCOM_texture_foveated2<br>GL_QCOM_texture_foveated_subsampled_layout<br>GL_QCOM_tiled_rendering |  |
| ETC1 texture compressionのサポート ※ | ✔ 対応  |  |
| Android Extension Pack(AEP)対応 ※ | ✔ 対応  |  |

[▲閉じる](#)

## EGL 1.4

|              |   |
|--------------|---|
| Vendor ※     | Android   |
| Extensions ※ | EGL_ANDROID_front_buffer_auto_refresh<br>EGL_ANDROID_get_frame_timestamps<br>EGL_ANDROID_get_native_client_buffer<br>EGL_ANDROID_image_native_buffer<br>EGL_ANDROID_native_fence_sync<br>EGL_ANDROID_presentation_time<br>EGL_ANDROID_recordable<br>EGL_EXT_create_context_robustness<br>EGL_EXT_gl_colorspace_bt2020_hlg<br>EGL_EXT_gl_colorspace_bt2020_linear<br>EGL_EXT_gl_colorspace_bt2020_pq<br>EGL_EXT_gl_colorspace_display_p3<br>EGL_EXT_gl_colorspace_display_p3_linear<br>EGL_EXT_gl_colorspace_display_p3_passthrough<br>EGL_EXT_gl_colorspace_srgb<br>EGL_EXT_gl_colorspace_srgb_linear<br>EGL_EXT_image_gl_colorspace<br>EGL_EXT_pixel_format_float<br>EGL_EXT_protected_content<br>EGL_EXT_surface_CTA861_3_metadata<br>EGL_EXT_surface_SMPTE2086_metadata<br>EGL_EXT_yuv_surface<br>EGL_IMG_context_priority<br>EGL_KHR_create_context<br>EGL_KHR_create_context_no_error<br>EGL_KHR_fence_sync<br>EGL_KHR_get_all_proc_addresses<br>EGL_KHR_gl_colorspace<br>EGL_KHR_gl_renderbuffer_image<br>EGL_KHR_gl_texture_2D_image<br>EGL_KHR_gl_texture_3D_image<br>EGL_KHR_gl_texture_cubemap_image<br>EGL_KHR_image<br>EGL_KHR_image_base<br>EGL_KHR_lock_surface<br>EGL_KHR_mutable_render_buffer<br>EGL_KHR_no_config_context<br>EGL_KHR_partial_update |

|             |  |                 |
|-------------|--|-----------------|
|             | <div>EGL_KHR_reusable_sync</div> <div>EGL_KHR_surfaceless_context</div> <div>EGL_KHR_swap_buffers_with_damage</div> <div>EGL_KHR_wait_sync</div> <div>EGL_KHR_no_config_context</div>  | <div>▲閉じる</div> |
| configure ✖ | <div>EGL_CONFIG_ID=5</div> <div>EGL_ALPHA_MASK_SIZE=0(bit)</div> <div>EGL_ALPHA_SIZE=0(bit)</div> <div>EGL_BIND_TO_TEXTURE_RGB=TRUE</div> <div>EGL_BIND_TO_TEXTURE_RGBA=FALSE</div> <div>EGL_BLUE_SIZE=8(bit)</div> <div>EGL_BUFFER_SIZE=24(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=16384</div> <div>EGL_MAX_PBUFFER_PIXELS=268435456(px)</div> <div>EGL_MAX_PBUFFER_WIDTH=16384</div> <div>EGL_MAX_SWAP_INTERVAL=1</div> <div>EGL_MIN_SWAP_INTERVAL=0</div> <div>EGL_NATIVE_RENDERABLE=TRUE</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_VG_COLORSPACE_LINEAR_BIT, EGL_WINDOW_BIT</div> <div>EGL_TRANSPARENT_BLUE_VALUE=-1</div> <div>EGL_TRANSPARENT_GREEN_VALUE=-1</div> <div>EGL_TRANSPARENT_RED_VALUE=-1</div> <div>EGL_TRANSPARENT_TYPE=EGL_NONE</div> <div>EGL_CONFIG_ID=37</div> <div>EGL_ALPHA_MASK_SIZE=0(bit)</div> <div>EGL_ALPHA_SIZE=0(bit)</div> <div>EGL_BIND_TO_TEXTURE_RGB=TRUE</div> <div>EGL_BIND_TO_TEXTURE_RGBA=FALSE</div> <div>EGL_BLUE_SIZE=8(bit)</div> <div>EGL_BUFFER_SIZE=24(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=16384</div> <div>EGL_MAX_PBUFFER_PIXELS=268435456(px)</div> <div>EGL_MAX_PBUFFER_WIDTH=16384</div> <div>EGL_MAX_SWAP_INTERVAL=1</div> <div>EGL_MIN_SWAP_INTERVAL=0</div> <div>EGL_NATIVE_RENDERABLE=TRUE</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> |                 |

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EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
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EGL\_ALPHA\_SIZE=0(bit)  
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EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
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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\_SAMPLES=0(px)  
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EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
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EGL\_CONFIG\_ID=40  
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EGL\_ALPHA\_SIZE=0(bit)  
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EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=24(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
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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)  
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EGL\_TRANSPARENT\_RED\_VALUE=-1  
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EGL\_CONFIG\_ID=6  
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EGL\_ALPHA\_SIZE=0(bit)  
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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  
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EGL\_GREEN\_SIZE=8(bit)  
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EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
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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=16(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_MAX\_PBUFFER\_WIDTH=16384  
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EGL\_MIN\_SWAP\_INTERVAL=0  
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\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
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PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WI  
W\_BIT  
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EGL\_TRANSPARENT\_RED\_VALUE=-1  
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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\_B  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_MAX\_PBUFFER\_WIDTH=16384  
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\_BIT  
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EGL\_SAMPLES=0(px)  
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EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIO  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WI  
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EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=8(bit)  
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EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
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EGL\_SAMPLES=0(px)  
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PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
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EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
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EGL\_LUMINANCE\_SIZE=0(bit)  
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\_BIT  
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PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
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PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
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\_BIT  
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PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
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EGL\_LEVEL=0

EGL\_LUMINANCE\_SIZE=0(bit)  
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\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=4(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=30  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=24(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=16(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=4(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=31  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=24(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=24(bit)

EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=4(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=9  
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\_B  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=12  
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\_B  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=10  
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\_B  
EGL\_DEPTH\_SIZE=16(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=11  
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\_B  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=21  
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\_B  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=2(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=24  
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\_B  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=2(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=22  
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\_B  
EGL\_DEPTH\_SIZE=16(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=2(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=23  
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\_B  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=2(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=33  
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\_B  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
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EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=4(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE

EGL\_CONFIG\_ID=36  
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\_B  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=4(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIO  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WI  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=34  
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\_B  
EGL\_DEPTH\_SIZE=16(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=4(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIO  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WI  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1



EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=35  
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\_B  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=4(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=1  
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\_B  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT

EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=4  
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\_B  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=2  
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\_B  
EGL\_DEPTH\_SIZE=16(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC

PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=3  
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\_B  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIO  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=13  
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\_B  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=2(px)

EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=16  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=5(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=2(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=14  
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=16(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT

EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=2(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=15  
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=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=2(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=25  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=5(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=5(bit)

EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_4\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=4(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=28  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=5(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_4\_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\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=26  
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=16(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0

EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=4(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIO  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=27  
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\_B  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=4(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIO  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=41  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=1(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=5(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=5(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384

EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=44  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=1(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=5(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=5(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=42  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=1(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=5(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=16(bit)  
EGL\_GREEN\_SIZE=5(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384



EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=43  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=1(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=5(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=5(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=45  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=4(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=4(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=4(bit)  
EGL\_LEVEL=0

EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=4(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=48  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=4(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=4(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=4(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=4(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=46  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=4(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=4(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=16(bit)

EGL\_GREEN\_SIZE=4(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=4(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=47  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=4(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=4(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=4(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=4(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=49  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=16(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=16(bit)  
EGL\_BUFFER\_SIZE=64(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER

EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=16(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=16(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=52  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=16(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=16(bit)  
EGL\_BUFFER\_SIZE=64(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=16(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=16(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=50  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=16(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=16(bit)

EGL\_BUFFER\_SIZE=64(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=16(bit)  
EGL\_GREEN\_SIZE=16(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=16(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=51  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=16(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=16(bit)  
EGL\_BUFFER\_SIZE=64(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=16(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=16(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=65  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=2(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE

EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=10(bit)  
EGL\_BUFFER\_SIZE=32(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=10(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=10(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=68  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=2(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=10(bit)  
EGL\_BUFFER\_SIZE=32(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=10(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=10(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=66  
EGL\_ALPHA\_MASK\_SIZE=0(bit)

EGL\_ALPHA\_SIZE=2(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=10(bit)  
EGL\_BUFFER\_SIZE=32(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=  
EGL\_DEPTH\_SIZE=16(bit)  
EGL\_GREEN\_SIZE=10(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=10(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIO  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=67  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=2(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=10(bit)  
EGL\_BUFFER\_SIZE=32(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=10(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
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EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=10(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIO  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE

EGL\_CONFIG\_ID=69  
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=0(bit)  
EGL\_BUFFER\_SIZE=0(bit)  
EGL\_COLOR\_BUFFER\_TYPE=  
EGL\_CONFORMANT=  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=0(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=0(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=72  
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=0(bit)  
EGL\_BUFFER\_SIZE=0(bit)  
EGL\_COLOR\_BUFFER\_TYPE=  
EGL\_CONFORMANT=  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=0(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=0(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1



EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=70  
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=0(bit)  
EGL\_BUFFER\_SIZE=0(bit)  
EGL\_COLOR\_BUFFER\_TYPE=  
EGL\_CONFORMANT=  
EGL\_DEPTH\_SIZE=16(bit)  
EGL\_GREEN\_SIZE=0(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
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EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=0(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=71  
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=0(bit)  
EGL\_BUFFER\_SIZE=0(bit)  
EGL\_COLOR\_BUFFER\_TYPE=  
EGL\_CONFORMANT=  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=0(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=0(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT

EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=53  
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=0(bit)  
EGL\_BUFFER\_SIZE=0(bit)  
EGL\_COLOR\_BUFFER\_TYPE=  
EGL\_CONFORMANT=  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=0(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=0(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=57  
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=0(bit)  
EGL\_BUFFER\_SIZE=0(bit)  
EGL\_COLOR\_BUFFER\_TYPE=  
EGL\_CONFORMANT=  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=0(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=0(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC

PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=61  
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=0(bit)  
EGL\_BUFFER\_SIZE=0(bit)  
EGL\_COLOR\_BUFFER\_TYPE=  
EGL\_CONFORMANT=  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=0(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=0(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIO  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=56  
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=0(bit)  
EGL\_BUFFER\_SIZE=0(bit)  
EGL\_COLOR\_BUFFER\_TYPE=  
EGL\_CONFORMANT=  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=0(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=0(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_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\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=60  
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=0(bit)  
EGL\_BUFFER\_SIZE=0(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_FRONT\_BUFFER\_BIT  
EGL\_CONFORMANT=FALSE  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=0(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=0(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_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\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=64  
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=0(bit)  
EGL\_BUFFER\_SIZE=0(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_FRONT\_BUFFER\_BIT  
EGL\_CONFORMANT=FALSE  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=0(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=0(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_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\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=54  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
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EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=0(bit)  
EGL\_BUFFER\_SIZE=0(bit)  
EGL\_COLOR\_BUFFER\_TYPE=  
EGL\_CONFORMANT=  
EGL\_DEPTH\_SIZE=16(bit)  
EGL\_GREEN\_SIZE=0(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=0(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_FB2\_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\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=58  
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=0(bit)  
EGL\_BUFFER\_SIZE=0(bit)  
EGL\_COLOR\_BUFFER\_TYPE=  
EGL\_CONFORMANT=  
EGL\_DEPTH\_SIZE=16(bit)  
EGL\_GREEN\_SIZE=0(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=0(bit)

EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=62  
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EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=0(bit)  
EGL\_BUFFER\_SIZE=0(bit)  
EGL\_COLOR\_BUFFER\_TYPE=  
EGL\_CONFORMANT=  
EGL\_DEPTH\_SIZE=16(bit)  
EGL\_GREEN\_SIZE=0(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
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EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=0(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=55  
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=0(bit)  
EGL\_BUFFER\_SIZE=0(bit)  
EGL\_COLOR\_BUFFER\_TYPE=  
EGL\_CONFORMANT=  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=0(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
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EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0

EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=0(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIO  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=59  
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EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=0(bit)  
EGL\_BUFFER\_SIZE=0(bit)  
EGL\_COLOR\_BUFFER\_TYPE=  
EGL\_CONFORMANT=  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=0(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=0(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIO  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=63  
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=0(bit)  
EGL\_BUFFER\_SIZE=0(bit)  
EGL\_COLOR\_BUFFER\_TYPE=  
EGL\_CONFORMANT=  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=0(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384

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※:Android標準APIで取得した値を掲載