

描画

アイコンについて: 対応 非対応 (文字がグレーの箇所は非対応です) 以前の版から更新あり

Vulkan

| | |
|---------------|-------|
| ハードウェアバージョン ※ | 1.1.0 |
| ハードウェアレベル ※ | 1 |
| コンピュートレベル ※ | 0 |

OpenGL ES 1.0/1.1

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|---------------------------------|--|
| Vendor ※ | Qualcomm |
| Renderer ※ | Adreno (TM) 618 |
| Extensions ※ | GL_AMD_compressed_ATC_texture GL_AMD_performance_monitor GL_APPLE_texture_2D_limited_npot GL_ARB_vertex_buffer_object GL_EXT_debug_marker GL_EXT_texture_filter_anisotropic GL_EXT_texture_format_BGRA8888 GL_EXT_texture_type_2_10_10_10_REV GL_OES_EGL_image GL_OES_EGL_image_external GL_OES_blend_equation_separate GL_OES_blend_func_separate GL_OES_blend_subtract GL_OES_compressed_ETC1_RGB8_texture GL_OES_compressed_paletted_texture GL_OES_depth24 GL_OES_depth_texture GL_OES_draw_texture GL_OES_framebuffer_object GL_OES_matrix_palette GL_OES_packed_depth_stencil GL_OES_point_size_array GL_OES_point_sprite GL_OES_read_format GL_OES_rgb8_rgba8 GL_OES_stencil_wrap GL_OES_texture_cube_map GL_OES_texture_env_crossbar GL_OES_texture_float GL_OES_texture_half_float GL_OES_texture_half_float_linear GL_OES_texture_mirrored_repeat GL_OES_texture_npot GL_QCOM_extended_get GL_QCOM_tiled_rendering |
| ETC1 texture compressionのサポート ※ | 対応 |

▲ 閉じる

OpenGL ES 2.0

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|--------------|-------------------------------|
| Vendor ※ | Qualcomm |
| Renderer ※ | Adreno (TM) 618 |
| Extensions ※ | GL_AMD_compressed_ATC_texture |

GL_ANDROID_extension_pack_es31a
GL_ARM_shader_framebuffer_fetch_depth_stencil
GL_EXT_EGL_image_array
GL_EXT_EGL_image_external_wrap_modes
GL_EXT_EGL_image_storage
GL_EXT_YUV_target
GL_EXT_blend_func_extended
GL_EXT_blit_framebuffer_params
GL_EXT_buffer_storage
GL_EXT_clip_control
GL_EXT_clip_cull_distance
GL_EXT_color_buffer_float
GL_EXT_color_buffer_half_float
GL_EXT_copy_image
GL_EXT_debug_label
GL_EXT_debug_marker
GL_EXT_discard_framebuffer
GL_EXT_disjoint_timer_query
GL_EXT_draw_buffers_indexed
GL_EXT_external_buffer
GL_EXT_fragment_invocation_density
GL_EXT_geometry_shader
GL_EXT_gpu_shader5
GL_EXT_memory_object
GL_EXT_memory_object_fd
GL_EXT_multisampled_render_to_texture
GL_EXT_multisampled_render_to_texture2
GL_EXT_primitive_bounding_box
GL_EXT_protected_textures
GL_EXT_read_format_bgra
GL_EXT_robustness
GL_EXT_sRGB
GL_EXT_sRGB_write_control
GL_EXT_shader_framebuffer_fetch
GL_EXT_shader_io_blocks
GL_EXT_shader_non_constant_global_initializers
GL_EXT_tessellation_shader
GL_EXT_texture_border_clamp
GL_EXT_texture_buffer
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_norm16
GL_EXT_texture_sRGB_R8
GL_EXT_texture_sRGB_decode
GL_EXT_texture_type_2_10_10_10_REV
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_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

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|---------------------------------|--|
| | 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_shader_framebuffer_fetch_noncoherent GL_QCOM_shader_framebuffer_fetch_rate GL_QCOM_texture_foveated GL_QCOM_texture_foveated_subsampled_layout GL_QCOM_tiled_rendering GL_QCOM_tiled_rendering_2 |
| ETC1 texture compressionのサポート ※ | 対応 |

[▲閉じる](#)

OpenGL ES 3.0

| | |
|--------------|--|
| Vendor ※ | Qualcomm |
| Renderer ※ | Adreno (TM) 618 |
| Extensions ※ | GL_AMD_compressed_ATC_texture GL_ANDROID_extension_pack_es31a GL_ARM_shader_framebuffer_fetch_depth_stencil GL_EXT_EGL_image_array GL_EXT_EGL_image_external_wrap_modes GL_EXT_EGL_image_storage GL_EXT_YUV_target GL_EXT_blend_func_extended GL_EXT_blit_framebuffer_params GL_EXT_buffer_storage GL_EXT_clip_control GL_EXT_clip_cull_distance GL_EXT_color_buffer_float GL_EXT_color_buffer_half_float GL_EXT_copy_image GL_EXT_debug_label GL_EXT_debug_marker GL_EXT_discard_framebuffer GL_EXT_disjoint_timer_query GL_EXT_draw_buffers_indexed GL_EXT_external_buffer GL_EXT_fragment_invocation_density GL_EXT_geometry_shader |

GL_EXT_gpu_shader5
GL_EXT_memory_object
GL_EXT_memory_object_fd
GL_EXT_multisampled_render_to_texture
GL_EXT_multisampled_render_to_texture2
GL_EXT_primitive_bounding_box
GL_EXT_protected_textures
GL_EXT_read_format_bgra
GL_EXT_robustness
GL_EXT_sRGB
GL_EXT_sRGB_write_control
GL_EXT_shader_framebuffer_fetch
GL_EXT_shader_io_blocks
GL_EXT_shader_non_constant_global_initializers
GL_EXT_tessellation_shader
GL_EXT_texture_border_clamp
GL_EXT_texture_buffer
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_norm16
GL_EXT_texture_sRGB_R8
GL_EXT_texture_sRGB_decode
GL_EXT_texture_type_2_10_10_10_REV
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_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

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| | GL_OVR_multiview2 GL_OVR_multiview_multisampled_render_to_texture GL_QCOM_YUV_texture_gather GL_QCOM_alpha_test GL_QCOM_shader_framebuffer_fetch_noncoherent GL_QCOM_shader_framebuffer_fetch_rate GL_QCOM_texture_foveated GL_QCOM_texture_foveated_subsampled_layout GL_QCOM_tiled_rendering GL_QCOM_tiled_rendering_2d GL_QCOM_tiled_rendering_3d |
| ETC1 texture compressionのサポート ※ | 対応 |

[▲閉じる](#)

OpenGL ES 3.1

| | |
|--------------|--|
| Vendor ※ | Qualcomm |
| Renderer ※ | Adreno (TM) 618 |
| Extensions ※ | GL_AMD_compressed_ATC_texture GL_ANDROID_extension_pack_es31a GL_ARM_shader_framebuffer_fetch_depth_stencil GL_EXT_EGL_image_array GL_EXT_EGL_image_external_wrap_modes GL_EXT_EGL_image_storage GL_EXT_YUV_target GL_EXT_blend_func_extended GL_EXT_blit_framebuffer_params GL_EXT_buffer_storage GL_EXT_clip_control GL_EXT_clip_cull_distance GL_EXT_color_buffer_float GL_EXT_color_buffer_half_float GL_EXT_copy_image GL_EXT_debug_label GL_EXT_debug_marker GL_EXT_discard_framebuffer GL_EXT_disjoint_timer_query GL_EXT_draw_buffers_indexed GL_EXT_external_buffer GL_EXT_fragment_invocation_density GL_EXT_geometry_shader GL_EXT_gpu_shader5 GL_EXT_memory_object GL_EXT_memory_object_fd GL_EXT_multisampled_render_to_texture GL_EXT_multisampled_render_to_texture2 GL_EXT_primitive_bounding_box GL_EXT_protected_textures GL_EXT_read_format_bgra GL_EXT_robustness GL_EXT_sRGB GL_EXT_sRGB_write_control GL_EXT_shader_framebuffer_fetch GL_EXT_shader_io_blocks GL_EXT_shader_non_constant_global_initializers GL_EXT_tessellation_shader GL_EXT_texture_border_clamp GL_EXT_texture_buffer 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_norm16 |

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| | GL_EXT_texture_sRGB_R8 GL_EXT_texture_sRGB_decode GL_EXT_texture_type_2_10_10_10_REV 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_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_shader_framebuffer_fetch_noncoherent GL_QCOM_shader_framebuffer_fetch_rate GL_QCOM_texture_foveated GL_QCOM_texture_foveated_subsampled_layout GL_QCOM_tiled_rendering GL_QCOM_validate_shader_binary |
| | ▲閉じる |
| ETC1 texture compressionのサポート ※ | 対応 |
| Android Extension Pack(AEP)対応 ※ | 対応 |

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|---------------|-----------------|
| OpenGL ES 3.2 | |
| Vendor ※ | Qualcomm |
| Renderer ※ | Adreno (TM) 618 |
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Extensions ✕

GL_AMD_compressed_ATC_texture
GL_ANDROID_extension_pack_es31a
GL_ARM_shader_framebuffer_fetch_depth_stencil
GL_EXT_EGL_image_array
GL_EXT_EGL_image_external_wrap_modes
GL_EXT_EGL_image_storage
GL_EXT_YUV_target
GL_EXT_blend_func_extended
GL_EXT_blit_framebuffer_params
GL_EXT_buffer_storage
GL_EXT_clip_control
GL_EXT_clip_cull_distance
GL_EXT_color_buffer_float
GL_EXT_color_buffer_half_float
GL_EXT_copy_image
GL_EXT_debug_label
GL_EXT_debug_marker
GL_EXT_discard_framebuffer
GL_EXT_disjoint_timer_query
GL_EXT_draw_buffers_indexed
GL_EXT_external_buffer
GL_EXT_fragment_invocation_density
GL_EXT_geometry_shader
GL_EXT_gpu_shader5
GL_EXT_memory_object
GL_EXT_memory_object_fd
GL_EXT_multisampled_render_to_texture
GL_EXT_multisampled_render_to_texture2
GL_EXT_primitive_bounding_box
GL_EXT_protected_textures
GL_EXT_read_format_bgra
GL_EXT_robustness
GL_EXT_sRGB
GL_EXT_sRGB_write_control
GL_EXT_shader_framebuffer_fetch
GL_EXT_shader_io_blocks
GL_EXT_shader_non_constant_global_initializers
GL_EXT_tessellation_shader
GL_EXT_texture_border_clamp
GL_EXT_texture_buffer
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_norm16
GL_EXT_texture_sRGB_R8
GL_EXT_texture_sRGB_decode
GL_EXT_texture_type_2_10_10_10_REV
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_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

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| | 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_shader_framebuffer_fetch_noncoherent GL_QCOM_shader_framebuffer_fetch_rate GL_QCOM_texture_foveated GL_QCOM_texture_foveated_subsampled_layout GL_QCOM_tiled_rendering |
| | ▲閉じる |
| ETC1 texture compressionのサポート ※ | 対応 |
| Android Extension Pack(AEP)対応 ※ | 対応 |

EGL 1.4

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|--------------|---|
| Vendor ※ | Android |
| Extensions ※ | EGL_ANDROID_front_buffer_auto_refresh EGL_ANDROID_get_frame_timestamps EGL_ANDROID_get_native_client_buffer EGL_ANDROID_image_native_buffer EGL_ANDROID_presentation_time EGL_ANDROID_recordable EGL_EXT_create_context_robustness EGL_EXT_gl_colorspace_bt2020_linear EGL_EXT_gl_colorspace_bt2020_pq EGL_EXT_gl_colorspace_display_p3 EGL_EXT_gl_colorspace_display_p3_linear EGL_EXT_gl_colorspace_display_p3_passthrough EGL_EXT_gl_colorspace_scrgb EGL_EXT_gl_colorspace_scrgb_linear EGL_EXT_image_gl_colorspace EGL_EXT_pixel_format_float EGL_EXT_protected_content EGL_EXT_surface_CTA861_3_metadata EGL_EXT_surface_SMPTE2086_metadata EGL_EXT_yuv_surface EGL_IMG_context_priority EGL_KHR_create_context EGL_KHR_create_context_no_error |

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|-------------|---|-----------------|
| | <div>EGL_KHR_fence_sync</div> <div>EGL_KHR_get_all_proc_addresses</div> <div>EGL_KHR_gl_colorspace</div> <div>EGL_KHR_gl_renderbuffer_image</div> <div>EGL_KHR_gl_texture_2D_image</div> <div>EGL_KHR_gl_texture_3D_image</div> <div>EGL_KHR_gl_texture_cubemap_image</div> <div>EGL_KHR_image</div> <div>EGL_KHR_image_base</div> <div>EGL_KHR_lock_surface</div> <div>EGL_KHR_mutable_render_buffer</div> <div>EGL_KHR_no_config_context</div> <div>EGL_KHR_partial_update</div> <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>▲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> | |

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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=8
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=8(bit)
EGL_BUFFER_SIZE=24(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_DEPTH_SIZE=0(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=40
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=8(bit)
EGL_BUFFER_SIZE=24(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_DEPTH_SIZE=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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=6
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=8(bit)
EGL_BUFFER_SIZE=24(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_DEPTH_SIZE=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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=38
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=8(bit)
EGL_BUFFER_SIZE=24(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_DEPTH_SIZE=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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=7
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=8(bit)
EGL_BUFFER_SIZE=24(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=39
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=8(bit)
EGL_BUFFER_SIZE=24(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT

EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=17
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=8(bit)
EGL_BUFFER_SIZE=24(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_DEPTH_SIZE=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_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=20
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=8(bit)
EGL_BUFFER_SIZE=24(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2

_BIT
EGL_DEPTH_SIZE=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_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=18
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=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)
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_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=19
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=8(bit)
EGL_BUFFER_SIZE=24(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER

EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
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_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=29
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=8(bit)
EGL_BUFFER_SIZE=24(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_DEPTH_SIZE=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_ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=4(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=32
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=8(bit)
EGL_BUFFER_SIZE=24(bit)

EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_DEPTH_SIZE=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_ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=4(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_BIT
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_ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=4(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_BIT
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_ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=4(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_BIT
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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_BIT
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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_BIT
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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_BIT
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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_BIT
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_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=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_BIT
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_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=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_BIT
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_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=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_BIT
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_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=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_BIT
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_ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=4(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_BIT
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_ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=4(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_BIT
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_ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=4(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_BIT
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_ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=4(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_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=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=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_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=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=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_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=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=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_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=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=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_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=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_ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=4(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_VG_COLORSPACE_LINEAR_BIT, E

GL_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_ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=4(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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_ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=4(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_VG_COLORSPACE_LINEAR_BIT, EGL_WINDOW_BIT

IOR_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=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_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=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=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_BIT
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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)

EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_BIT
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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_BIT
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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)

EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_BIT
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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_BIT
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_ES2_BIT
EGL_SAMPLE_BUFFERS=0

EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_BIT
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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_BIT
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_ES2_BIT

EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_BIT
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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_BIT
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

L_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_BIT
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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_BIT
EGL_DEPTH_SIZE=16(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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_BIT
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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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

L_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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
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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_ES2_BIT

EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_ES2_BIT
EGL_SAMPLE_BUFFERS=0

EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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_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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)

EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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_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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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)
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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)

EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=62
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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAV

IOR_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=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
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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_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=59
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_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_VG_COLORSPACE_LINEAR_BIT, E

GL_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=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
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_ES2_BIT, EGL_OPENGL_BIT

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※: Android標準APIで取得した値を掲載