

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 ※	0
コンピュータレベル ※	0
DEQP_LEVEL ※	2020-3-1

OpenGL ES

DEQP_LEVEL ※	-
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OpenGL ES 1.0/1.1

Vendor ※	Imagination Technologies
Renderer ※	PowerVR Rogue GE8320
Extensions ※	GL_APPLE_texture_2D_limited_npot GL_EXT_debug_marker GL_EXT_multi_draw_arrays GL_EXT_texture_format_BGRA8888 GL_IMG_read_format GL_IMG_texture_compression_pvrtc GL_IMG_texture_format_BGRA8888 GL_IMG_vertex_array_object 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_byte_coordinates GL_OES_compressed_ETC1_RGB8_texture GL_OES_compressed_paletted_texture GL_OES_depth24 GL_OES_draw_texture GL_OES_egl_sync GL_OES_extended_matrix_palette GL_OES_fixed_point GL_OES_framebuffer_object GL_OES_mapbuffer GL_OES_matrix_get GL_OES_matrix_palette GL_OES_point_size_array GL_OES_point_sprite GL_OES_query_matrix GL_OES_read_format GL_OES_required_internalformat GL_OES_rgb8_rgba8 GL_OES_single_precision GL_OES_stencil8

	GL_OES_stencil_wrap GL_OES_texture_cube_map GL_OES_texture_env_crossbar GL_OES_texture_mirrored_repeat GL_OES_texture_npot	▲閉じる
ETC1 texture compressionのサポート ※	— 対応	

OpenGL ES 2.0

Vendor ※	Imagination Technologies
Renderer ※	PowerVR Rogue GE8320
Extensions ※	GL_ANDROID_extension_pack_es31a GL_EXT_EGL_image_array GL_EXT_YUV_target GL_EXT_blend_minmax GL_EXT_buffer_storage GL_EXT_clear_texture GL_EXT_clip_control GL_EXT_color_buffer_float GL_EXT_color_buffer_half_float GL_EXT_conservative_depth GL_EXT_copy_image GL_EXT_debug_marker GL_EXT_discard_framebuffer GL_EXT_draw_buffers GL_EXT_draw_buffers_indexed GL_EXT_draw_elements_base_vertex GL_EXT_external_buffer GL_EXT_float_blend GL_EXT_geometry_point_size GL_EXT_geometry_shader GL_EXT_gpu_shader5 GL_EXT_memory_object GL_EXT_memory_object_fd GL_EXT_multi_draw_arrays GL_EXT_multisampled_render_to_texture GL_EXT_multisampled_render_to_texture2 GL_EXT_occlusion_query_boolean GL_EXT_polygon_offset_clamp GL_EXT_primitive_bounding_box GL_EXT_pvrtc_sRGB GL_EXT_read_format_bgra GL_EXT_robustness GL_EXT_sRGB_write_control GL_EXT_separate_shader_objects GL_EXT_shader_framebuffer_fetch GL_EXT_shader_group_vote GL_EXT_shader_implicit_conversions GL_EXT_shader_io_blocks GL_EXT_shader_non_constant_global_initializers GL_EXT_shader_pixel_local_storage GL_EXT_shader_pixel_local_storage2 GL_EXT_shader_texture_lod GL_EXT_sparse_texture

GL_EXT_tessellation_point_size
GL_EXT_tessellation_shader
GL_EXT_texture_border_clamp
GL_EXT_texture_buffer
GL_EXT_texture_cube_map_array
GL_EXT_texture_format_BGRA8888
GL_EXT_texture_format_sRGB_override
GL_EXT_texture_rg
GL_EXT_texture_sRGB_R8
GL_EXT_texture_sRGB_RG8
GL_EXT_texture_sRGB_decode
GL_EXT_texture_shadow_lod
GL_IMG_framebuffer_downsample
GL_IMG_multisampled_render_to_texture
GL_IMG_program_binary
GL_IMG_read_format
GL_IMG_shader_binary
GL_IMG_texture_compression_pvrtc
GL_IMG_texture_compression_pvrtc2
GL_IMG_texture_format_BGRA8888
GL_IMG_texture_npot
GL_KHR_blend_equation_advanced
GL_KHR_blend_equation_advanced_coherent
GL_KHR_debug
GL_KHR_robustness
GL_KHR_texture_compression_astc_ldr
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_draw_buffers_indexed
GL_OES_draw_elements_base_vertex
GL_OES_element_index_uint
GL_OES_fragment_precision_high
GL_OES_geometry_point_size
GL_OES_geometry_shader
GL_OES_get_program_binary
GL_OES_gpu_shader5
GL_OES_mapbuffer
GL_OES_packed_depth_stencil
GL_OES_required_internalformat
GL_OES_rgb8_rgba8
GL_OES_sample_shading
GL_OES_sample_variables
GL_OES_shader_image_atomic
GL_OES_shader_io_blocks
GL_OES_shader_multisample_interpolation
GL_OES_standard_derivatives
GL_OES_surfaceless_context
GL_OES_tessellation_point_size
GL_OES_tessellation_shader
GL_OES_texture_border_clamp
GL_OES_texture_buffer
GL_OES_texture_cube_map_array
GL_OES_texture_float

	GL_OES_texture_half_float GL_OES_texture_npot GL_OES_texture_stencil8 GL_OES_texture_storage_multisample_2d_array GL_OES_vertex_array_object GL_OES_vertex_half_float	▲閉じる
ETC1 texture compressionのサポート ※	✔ 対応	

OpenGL ES 3.0

Vendor ※	Imagination Technologies
Renderer ※	PowerVR Rogue GE8320
Extensions ※	GL_ANDROID_extension_pack_es31a GL_EXT_EGL_image_array GL_EXT_YUV_target GL_EXT_blend_minmax GL_EXT_buffer_storage GL_EXT_clear_texture GL_EXT_clip_control GL_EXT_color_buffer_float GL_EXT_color_buffer_half_float GL_EXT_conservative_depth GL_EXT_copy_image GL_EXT_debug_marker GL_EXT_discard_framebuffer GL_EXT_draw_buffers GL_EXT_draw_buffers_indexed GL_EXT_draw_elements_base_vertex GL_EXT_external_buffer GL_EXT_float_blend GL_EXT_geometry_point_size GL_EXT_geometry_shader GL_EXT_gpu_shader5 GL_EXT_memory_object GL_EXT_memory_object_fd GL_EXT_multi_draw_arrays GL_EXT_multisampled_render_to_texture GL_EXT_multisampled_render_to_texture2 GL_EXT_occlusion_query_boolean GL_EXT_polygon_offset_clamp GL_EXT_primitive_bounding_box GL_EXT_pvrtc_sRGB GL_EXT_read_format_bgra GL_EXT_robustness GL_EXT_sRGB_write_control GL_EXT_separate_shader_objects GL_EXT_shader_framebuffer_fetch GL_EXT_shader_group_vote GL_EXT_shader_implicit_conversions GL_EXT_shader_io_blocks GL_EXT_shader_non_constant_global_initializers GL_EXT_shader_pixel_local_storage GL_EXT_shader_pixel_local_storage2 GL_EXT_shader_texture_lod

GL_EXT_sparse_texture
GL_EXT_tessellation_point_size
GL_EXT_tessellation_shader
GL_EXT_texture_border_clamp
GL_EXT_texture_buffer
GL_EXT_texture_cube_map_array
GL_EXT_texture_format_BGRA8888
GL_EXT_texture_format_sRGB_override
GL_EXT_texture_rg
GL_EXT_texture_sRGB_R8
GL_EXT_texture_sRGB_RG8
GL_EXT_texture_sRGB_decode
GL_EXT_texture_shadow_lod
GL_IMG_framebuffer_downsample
GL_IMG_multisampled_render_to_texture
GL_IMG_program_binary
GL_IMG_read_format
GL_IMG_shader_binary
GL_IMG_texture_compression_pvrtc
GL_IMG_texture_compression_pvrtc2
GL_IMG_texture_format_BGRA8888
GL_IMG_texture_npot
GL_KHR_blend_equation_advanced
GL_KHR_blend_equation_advanced_coherent
GL_KHR_debug
GL_KHR_robustness
GL_KHR_texture_compression_astc_ldr
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_draw_buffers_indexed
GL_OES_draw_elements_base_vertex
GL_OES_element_index_uint
GL_OES_fragment_precision_high
GL_OES_geometry_point_size
GL_OES_geometry_shader
GL_OES_get_program_binary
GL_OES_gpu_shader5
GL_OES_mapbuffer
GL_OES_packed_depth_stencil
GL_OES_required_internalformat
GL_OES_rgb8_rgba8
GL_OES_sample_shading
GL_OES_sample_variables
GL_OES_shader_image_atomic
GL_OES_shader_io_blocks
GL_OES_shader_multisample_interpolation
GL_OES_standard_derivatives
GL_OES_surfaceless_context
GL_OES_tessellation_point_size
GL_OES_tessellation_shader
GL_OES_texture_border_clamp
GL_OES_texture_buffer
GL_OES_texture_cube_map_array

	GL_OES_texture_float GL_OES_texture_half_float GL_OES_texture_npot GL_OES_texture_stencil8 GL_OES_texture_storage_multisample_2d_array GL_OES_vertex_array_object	▲閉じる
ETC1 texture compressionのサポート ※	✔ 対応	

OpenGL ES 3.1

Vendor ※	Imagination Technologies
Renderer ※	PowerVR Rogue GE8320
Extensions ※	GL_ANDROID_extension_pack_es31a GL_EXT_EGL_image_array GL_EXT_YUV_target GL_EXT_blend_minmax GL_EXT_buffer_storage GL_EXT_clear_texture GL_EXT_clip_control GL_EXT_color_buffer_float GL_EXT_color_buffer_half_float GL_EXT_conservative_depth GL_EXT_copy_image GL_EXT_debug_marker GL_EXT_discard_framebuffer GL_EXT_draw_buffers GL_EXT_draw_buffers_indexed GL_EXT_draw_elements_base_vertex GL_EXT_external_buffer GL_EXT_float_blend GL_EXT_geometry_point_size GL_EXT_geometry_shader GL_EXT_gpu_shader5 GL_EXT_memory_object GL_EXT_memory_object_fd GL_EXT_multi_draw_arrays GL_EXT_multisampled_render_to_texture GL_EXT_multisampled_render_to_texture2 GL_EXT_occlusion_query_boolean GL_EXT_polygon_offset_clamp GL_EXT_primitive_bounding_box GL_EXT_pvrtc_sRGB GL_EXT_read_format_bgra GL_EXT_robustness GL_EXT_sRGB_write_control GL_EXT_separate_shader_objects GL_EXT_shader_framebuffer_fetch GL_EXT_shader_group_vote GL_EXT_shader_implicit_conversions GL_EXT_shader_io_blocks GL_EXT_shader_non_constant_global_initializers GL_EXT_shader_pixel_local_storage GL_EXT_shader_pixel_local_storage2 GL_EXT_shader_texture_lod

GL_EXT_sparse_texture
GL_EXT_tessellation_point_size
GL_EXT_tessellation_shader
GL_EXT_texture_border_clamp
GL_EXT_texture_buffer
GL_EXT_texture_cube_map_array
GL_EXT_texture_format_BGRA8888
GL_EXT_texture_format_sRGB_override
GL_EXT_texture_rg
GL_EXT_texture_sRGB_R8
GL_EXT_texture_sRGB_RG8
GL_EXT_texture_sRGB_decode
GL_EXT_texture_shadow_lod
GL_IMG_framebuffer_downsample
GL_IMG_multisampled_render_to_texture
GL_IMG_program_binary
GL_IMG_read_format
GL_IMG_shader_binary
GL_IMG_texture_compression_pvrtc
GL_IMG_texture_compression_pvrtc2
GL_IMG_texture_format_BGRA8888
GL_IMG_texture_npot
GL_KHR_blend_equation_advanced
GL_KHR_blend_equation_advanced_coherent
GL_KHR_debug
GL_KHR_robustness
GL_KHR_texture_compression_astc_ldr
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_draw_buffers_indexed
GL_OES_draw_elements_base_vertex
GL_OES_element_index_uint
GL_OES_fragment_precision_high
GL_OES_geometry_point_size
GL_OES_geometry_shader
GL_OES_get_program_binary
GL_OES_gpu_shader5
GL_OES_mapbuffer
GL_OES_packed_depth_stencil
GL_OES_required_internalformat
GL_OES_rgb8_rgba8
GL_OES_sample_shading
GL_OES_sample_variables
GL_OES_shader_image_atomic
GL_OES_shader_io_blocks
GL_OES_shader_multisample_interpolation
GL_OES_standard_derivatives
GL_OES_surfaceless_context
GL_OES_tessellation_point_size
GL_OES_tessellation_shader
GL_OES_texture_border_clamp
GL_OES_texture_buffer
GL_OES_texture_cube_map_array

	GL_OES_texture_float GL_OES_texture_half_float GL_OES_texture_npot GL_OES_texture_stencil8 GL_OES_texture_storage_multisample_2d_array GL_OES_vertex_array_object GL_OES_vertex_half_float	▲閉じる
ETC1 texture compressionのサポート ※	✔ 対応	
Android Extension Pack(AEP)対応 ※	✔ 対応	

OpenGL ES 3.2

Vendor ※	Imagination Technologies
Renderer ※	PowerVR Rogue GE8320
Extensions ※	GL_ANDROID_extension_pack_es31a GL_EXT_EGL_image_array GL_EXT_YUV_target GL_EXT_blend_minmax GL_EXT_buffer_storage GL_EXT_clear_texture GL_EXT_clip_control GL_EXT_color_buffer_float GL_EXT_color_buffer_half_float GL_EXT_conservative_depth GL_EXT_copy_image GL_EXT_debug_marker GL_EXT_discard_framebuffer GL_EXT_draw_buffers GL_EXT_draw_buffers_indexed GL_EXT_draw_elements_base_vertex GL_EXT_external_buffer GL_EXT_float_blend GL_EXT_geometry_point_size GL_EXT_geometry_shader GL_EXT_gpu_shader5 GL_EXT_memory_object GL_EXT_memory_object_fd GL_EXT_multi_draw_arrays GL_EXT_multisampled_render_to_texture GL_EXT_multisampled_render_to_texture2 GL_EXT_occlusion_query_boolean GL_EXT_polygon_offset_clamp GL_EXT_primitive_bounding_box GL_EXT_pvrtc_sRGB GL_EXT_read_format_bgra GL_EXT_robustness GL_EXT_sRGB_write_control GL_EXT_separate_shader_objects GL_EXT_shader_framebuffer_fetch GL_EXT_shader_group_vote GL_EXT_shader_implicit_conversions GL_EXT_shader_io_blocks GL_EXT_shader_non_constant_global_initializers GL_EXT_shader_pixel_local_storage

GL_EXT_shader_pixel_local_storage2
GL_EXT_shader_texture_lod
GL_EXT_sparse_texture
GL_EXT_tessellation_point_size
GL_EXT_tessellation_shader
GL_EXT_texture_border_clamp
GL_EXT_texture_buffer
GL_EXT_texture_cube_map_array
GL_EXT_texture_format_BGRA8888
GL_EXT_texture_format_sRGB_override
GL_EXT_texture_rg
GL_EXT_texture_sRGB_R8
GL_EXT_texture_sRGB_RG8
GL_EXT_texture_sRGB_decode
GL_EXT_texture_shadow_lod
GL_IMG_framebuffer_downsample
GL_IMG_multisampled_render_to_texture
GL_IMG_program_binary
GL_IMG_read_format
GL_IMG_shader_binary
GL_IMG_texture_compression_pvrtc
GL_IMG_texture_compression_pvrtc2
GL_IMG_texture_format_BGRA8888
GL_IMG_texture_npot
GL_KHR_blend_equation_advanced
GL_KHR_blend_equation_advanced_coherent
GL_KHR_debug
GL_KHR_robustness
GL_KHR_texture_compression_astc_ldr
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_draw_buffers_indexed
GL_OES_draw_elements_base_vertex
GL_OES_element_index_uint
GL_OES_fragment_precision_high
GL_OES_geometry_point_size
GL_OES_geometry_shader
GL_OES_get_program_binary
GL_OES_gpu_shader5
GL_OES_mapbuffer
GL_OES_packed_depth_stencil
GL_OES_required_internalformat
GL_OES_rgb8_rgba8
GL_OES_sample_shading
GL_OES_sample_variables
GL_OES_shader_image_atomic
GL_OES_shader_io_blocks
GL_OES_shader_multisample_interpolation
GL_OES_standard_derivatives
GL_OES_surfaceless_context
GL_OES_tessellation_point_size
GL_OES_tessellation_shader
GL_OES_texture_border_clamp

	GL_OES_texture_buffer GL_OES_texture_cube_map_array GL_OES_texture_float GL_OES_texture_half_float GL_OES_texture_npot GL_OES_texture_stencil8 GL_OES_texture_storage_multisample_2d_array GL_OES_vertex_array_object GL_OES_vertex_half_float
ETC1 texture compressionのサポート ※	✔ 対応
Android Extension Pack(AEP)対応 ※	✔ 対応

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EGL 1.4

Vendor ※	Android
Extensions ※	EGL_ANDROID_front_buffer_auto_refresh EGL_ANDROID_get_frame_timestamps EGL_ANDROID_get_native_client_buffer EGL_ANDROID_image_native_buffer EGL_ANDROID_native_fence_sync EGL_ANDROID_presentation_time EGL_ANDROID_recordable EGL_EXT_buffer_age EGL_EXT_create_context_robustness EGL_EXT_pixel_format_float 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_fence_sync EGL_KHR_get_all_proc_addresses EGL_KHR_gl_colorspace EGL_KHR_gl_renderbuffer_image EGL_KHR_gl_texture_2D_image EGL_KHR_gl_texture_3D_image EGL_KHR_gl_texture_cubemap_image EGL_KHR_image EGL_KHR_image_base EGL_KHR_mutable_render_buffer EGL_KHR_no_config_context EGL_KHR_partial_update EGL_KHR_surfaceless_context EGL_KHR_swap_buffers_with_damage EGL_KHR_wait_sync
configure ※	EGL_CONFIG_ID=1 EGL_ALPHA_MASK_SIZE=0(bit) EGL_ALPHA_SIZE=8(bit) EGL_BIND_TO_TEXTURE_RGB=TRUE EGL_BIND_TO_TEXTURE_RGBA=TRUE EGL_BLUE_SIZE=8(bit) EGL_BUFFER_SIZE=32(bit) EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER

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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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=2
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=8(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=3
EGL_ALPHA_MASK_SIZE=0(bit)

EGL_ALPHA_SIZE=8(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=4
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=8(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=4(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT

EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=5
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=8(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
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
IT
EGL_DEPTH_SIZE=0(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_
ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT,
EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=6
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=8(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
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
IT
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_

ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT,
EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=7
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=8(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
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
IT
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_
ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT,
EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=8
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=8(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
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
IT
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)

EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=2(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=9
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=8(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=4(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=10
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
IT

EGL_DEPTH_SIZE=0(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=11
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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=12
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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=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=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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=4(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0

EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=14
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=8(bit)
EGL_BUFFER_SIZE=24(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_DEPTH_SIZE=0(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=15
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=8(bit)
EGL_BUFFER_SIZE=24(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=0

EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT,
EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=16
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=8(bit)
EGL_BUFFER_SIZE=24(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_B
IT
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_
ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT,
EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=17
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=8(bit)
EGL_BUFFER_SIZE=24(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_B
IT
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5

EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=2(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=18
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=8(bit)
EGL_BUFFER_SIZE=24(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=4(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=19
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=8(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=20
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=8(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=21
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=8(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=22
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=8(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=4(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE

EGL_CONFIG_ID=23
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=8(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
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
IT
EGL_DEPTH_SIZE=0(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL
ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT,
EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=24
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=8(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
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
IT
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL
ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)

EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT,
EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=25
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=8(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
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
IT
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_
ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT,
EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=26
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=8(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
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
IT
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE

EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=2(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=27
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=8(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=4(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=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=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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=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=24(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=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=24(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=4(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=32
EGL_ALPHA_MASK_SIZE=0(bit)

EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=8(bit)
EGL_BUFFER_SIZE=24(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_DEPTH_SIZE=0(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=33
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=8(bit)
EGL_BUFFER_SIZE=24(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT

EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=34
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=8(bit)
EGL_BUFFER_SIZE=24(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_B
IT
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_
ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT,
EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=35
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=8(bit)
EGL_BUFFER_SIZE=24(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_B
IT
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_

ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=2(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT,
EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=36
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=8(bit)
EGL_BUFFER_SIZE=24(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_B
IT
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=8(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=8(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_
ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=4(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT,
EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=37
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
IT
EGL_DEPTH_SIZE=0(bit)
EGL_GREEN_SIZE=6(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)

EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=5(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=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=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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=5(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=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=5(bit)
EGL_BUFFER_SIZE=16(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
IT

EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=6(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=5(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
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=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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=5(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=4(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=41
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE

EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=5(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=42
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=5(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=0(bit)
EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0

EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=43
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=5(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=0
EGL_SAMPLES=0(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=44
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=5(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=1

EGL_SAMPLES=2(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT,
EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=45
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=0(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=5(bit)
EGL_BUFFER_SIZE=16(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_B
IT
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=6(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=5(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_
ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=4(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_SWAP_BEHAVIOR_PRESERVED_BIT,
EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=46
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=16(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
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_DEPTH_SIZE=0(bit)
EGL_GREEN_SIZE=16(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0

EGL_NATIVE_RENDERABLE=FALSE
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_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=47
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=16(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
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_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=16(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
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_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=48
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=16(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
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_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=16(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192

EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
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_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=49
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=16(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
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_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=16(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=16(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=4(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=50
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=16(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=16(bit)
EGL_BUFFER_SIZE=64(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=
EGL_DEPTH_SIZE=0(bit)

EGL_GREEN_SIZE=16(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
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_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=51
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=16(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=16(bit)
EGL_BUFFER_SIZE=64(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=16(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
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_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=52
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=16(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=16(bit)

EGL_BUFFER_SIZE=64(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=16(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
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_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=53
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=16(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=16(bit)
EGL_BUFFER_SIZE=64(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=16(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=16(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_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=54
EGL_ALPHA_MASK_SIZE=0(bit)

EGL_ALPHA_SIZE=16(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
EGL_BLUE_SIZE=16(bit)
EGL_BUFFER_SIZE=64(bit)
EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER
EGL_CONFORMANT=
EGL_DEPTH_SIZE=24(bit)
EGL_GREEN_SIZE=16(bit)
EGL_LEVEL=0
EGL_LUMINANCE_SIZE=0(bit)
EGL_MAX_PBUFFER_HEIGHT=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=16(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_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=55
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=2(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
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_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0

EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=56
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=2(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
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_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=57
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=2(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
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_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=58
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=2(bit)
EGL_BIND_TO_TEXTURE_RGB=TRUE
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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=10(bit)
EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT
EGL_SAMPLE_BUFFERS=1
EGL_SAMPLES=4(px)
EGL_STENCIL_SIZE=8(bit)
EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=59
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=2(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
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_SWAP_BEHAVIOR_PRESERVED_BIT,
EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=60
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=2(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
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_SWAP_BEHAVIOR_PRESERVED_BIT,
EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=61
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=2(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5

EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
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_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=62
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=2(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=10(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_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT
EGL_TRANSPARENT_BLUE_VALUE=0
EGL_TRANSPARENT_GREEN_VALUE=0
EGL_TRANSPARENT_RED_VALUE=0
EGL_TRANSPARENT_TYPE=EGL_NONE
EGL_CONFIG_ID=63
EGL_ALPHA_MASK_SIZE=0(bit)
EGL_ALPHA_SIZE=2(bit)
EGL_BIND_TO_TEXTURE_RGB=FALSE
EGL_BIND_TO_TEXTURE_RGBA=FALSE
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=8192
EGL_MAX_PBUFFER_PIXELS=67108864(px)
EGL_MAX_PBUFFER_WIDTH=8192
EGL_MAX_SWAP_INTERVAL=5
EGL_MIN_SWAP_INTERVAL=0
EGL_NATIVE_RENDERABLE=FALSE
EGL_RED_SIZE=10(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_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_WINDOW_BIT

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※: Android標準APIで取得した値を掲載