

描画

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

Vulkan

ハードウェアバージョン ※	1.3.0
ハードウェアレベル ※	1
コンピュータレベル ※	0
DEQP_LEVEL ※	2022-3-1

OpenGL ES

DEQP_LEVEL ※	2022-3-1
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OpenGL ES 1.0/1.1

Vendor ※	Qualcomm
Renderer ※	Adreno (TM) 740
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

## OpenGL ES 2.0

Vendor ※	Qualcomm
Renderer ※	Adreno (TM) 740
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_depth_clamp GL_EXT_discard_framebuffer GL_EXT_disjoint_timer_query GL_EXT_draw_buffers_indexed GL_EXT_external_buffer GL_EXT_float_blend GL_EXT_fragment_invocation_density GL_EXT_fragment_shading_rate GL_EXT_fragment_shading_rate_attachment GL_EXT_fragment_shading_rate_primitive 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_polygon_offset_clamp 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_compression_astc_decode_mode GL_EXT_texture_compression_bptc GL_EXT_texture_compression_rgtc GL_EXT_texture_compression_s3tc GL_EXT_texture_compression_s3tc_srgb GL_EXT_texture_cube_map_array GL_EXT_texture_filter_anisotropic

GL\_EXT\_texture\_format\_BGRA8888  
GL\_EXT\_texture\_format\_sRGB\_override  
GL\_EXT\_texture\_mirror\_clamp\_to\_edge  
GL\_EXT\_texture\_norm16  
GL\_EXT\_texture\_sRGB\_R8  
GL\_EXT\_texture\_sRGB\_RG8  
GL\_EXT\_texture\_sRGB\_decode  
GL\_EXT\_texture\_type\_2\_10\_10\_10\_REV  
GL\_IMG\_texture\_filter\_cubic  
GL\_KHR\_blend\_equation\_advanced  
GL\_KHR\_blend\_equation\_advanced\_coherent  
GL\_KHR\_debug  
GL\_KHR\_no\_error  
GL\_KHR\_robust\_buffer\_access\_behavior  
GL\_KHR\_texture\_compression\_astc\_hdr  
GL\_KHR\_texture\_compression\_astc\_ldr  
GL\_KHR\_texture\_compression\_astc\_sliced\_3d  
GL\_NV\_shader\_noperspective\_interpolation  
GL\_OES\_EGL\_image  
GL\_OES\_EGL\_image\_external  
GL\_OES\_EGL\_image\_external\_essl3  
GL\_OES\_EGL\_sync  
GL\_OES\_compressed\_ETC1\_RGB8\_texture  
GL\_OES\_depth24  
GL\_OES\_depth\_texture  
GL\_OES\_depth\_texture\_cube\_map  
GL\_OES\_element\_index\_uint  
GL\_OES\_framebuffer\_object  
GL\_OES\_get\_program\_binary  
GL\_OES\_packed\_depth\_stencil  
GL\_OES\_rgb8\_rgba8  
GL\_OES\_sample\_shading  
GL\_OES\_sample\_variables  
GL\_OES\_shader\_image\_atomic  
GL\_OES\_shader\_multisample\_interpolation  
GL\_OES\_standard\_derivatives  
GL\_OES\_surfaceless\_context  
GL\_OES\_texture\_3D  
GL\_OES\_texture\_compression\_astc  
GL\_OES\_texture\_float  
GL\_OES\_texture\_float\_linear  
GL\_OES\_texture\_half\_float  
GL\_OES\_texture\_half\_float\_linear  
GL\_OES\_texture\_npot  
GL\_OES\_texture\_stencil8  
GL\_OES\_texture\_storage\_multisample\_2d\_array  
GL\_OES\_texture\_view  
GL\_OES\_vertex\_array\_object  
GL\_OES\_vertex\_half\_float  
GL\_OVR\_multiview  
GL\_OVR\_multiview2  
GL\_OVR\_multiview\_multisampled\_render\_to\_texture  
GL\_QCOM\_YUV\_texture\_gather  
GL\_QCOM\_alpha\_test  
GL\_QCOM\_frame\_extrapolation  
GL\_QCOM\_motion\_estimation  
GL\_QCOM\_render\_shared\_exponent  
GL\_QCOM\_shader\_framebuffer\_fetch\_noncoherent  
GL\_QCOM\_shader\_framebuffer\_fetch\_rate  
GL\_QCOM\_shading\_rate  
GL\_QCOM\_texture\_foveated  
GL\_QCOM\_texture\_foveated2

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

## OpenGL ES 3.0

Vendor ※	Qualcomm
Renderer ※	Adreno (TM) 740
Extensions ※	GL_AMD_compressed_ATC_texture 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_depth_clamp GL_EXT_discard_framebuffer GL_EXT_disjoint_timer_query GL_EXT_draw_buffers_indexed GL_EXT_external_buffer GL_EXT_float_blend GL_EXT_fragment_invocation_density GL_EXT_fragment_shading_rate GL_EXT_fragment_shading_rate_attachment GL_EXT_fragment_shading_rate_primitive 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_polygon_offset_clamp 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_compression_astc_decode_mode GL_EXT_texture_compression_bptc GL_EXT_texture_compression_rgtc GL_EXT_texture_compression_s3tc

GL\_EXT\_texture\_compression\_s3tc\_srgb  
GL\_EXT\_texture\_cube\_map\_array  
GL\_EXT\_texture\_filter\_anisotropic  
GL\_EXT\_texture\_format\_BGRA8888  
GL\_EXT\_texture\_format\_sRGB\_override  
GL\_EXT\_texture\_mirror\_clamp\_to\_edge  
GL\_EXT\_texture\_norm16  
GL\_EXT\_texture\_sRGB\_R8  
GL\_EXT\_texture\_sRGB\_RG8  
GL\_EXT\_texture\_sRGB\_decode  
GL\_EXT\_texture\_type\_2\_10\_10\_10\_REV  
GL\_IMG\_texture\_filter\_cubic  
GL\_KHR\_blend\_equation\_advanced  
GL\_KHR\_blend\_equation\_advanced\_coherent  
GL\_KHR\_debug  
GL\_KHR\_no\_error  
GL\_KHR\_robust\_buffer\_access\_behavior  
GL\_KHR\_texture\_compression\_astc\_hdr  
GL\_KHR\_texture\_compression\_astc\_ldr  
GL\_KHR\_texture\_compression\_astc\_sliced\_3d  
GL\_NV\_shader\_noperspective\_interpolation  
GL\_OES\_EGL\_image  
GL\_OES\_EGL\_image\_external  
GL\_OES\_EGL\_image\_external\_essl3  
GL\_OES\_EGL\_sync  
GL\_OES\_compressed\_ETC1\_RGB8\_texture  
GL\_OES\_depth24  
GL\_OES\_depth\_texture  
GL\_OES\_depth\_texture\_cube\_map  
GL\_OES\_element\_index\_uint  
GL\_OES\_framebuffer\_object  
GL\_OES\_get\_program\_binary  
GL\_OES\_packed\_depth\_stencil  
GL\_OES\_rgb8\_rgba8  
GL\_OES\_sample\_shading  
GL\_OES\_sample\_variables  
GL\_OES\_shader\_image\_atomic  
GL\_OES\_shader\_multisample\_interpolation  
GL\_OES\_standard\_derivatives  
GL\_OES\_surfaceless\_context  
GL\_OES\_texture\_3D  
GL\_OES\_texture\_compression\_astc  
GL\_OES\_texture\_float  
GL\_OES\_texture\_float\_linear  
GL\_OES\_texture\_half\_float  
GL\_OES\_texture\_half\_float\_linear  
GL\_OES\_texture\_npot  
GL\_OES\_texture\_stencil8  
GL\_OES\_texture\_storage\_multisample\_2d\_array  
GL\_OES\_texture\_view  
GL\_OES\_vertex\_array\_object  
GL\_OES\_vertex\_half\_float  
GL\_OVR\_multiview  
GL\_OVR\_multiview2  
GL\_OVR\_multiview\_multisampled\_render\_to\_texture  
GL\_QCOM\_YUV\_texture\_gather  
GL\_QCOM\_alpha\_test  
GL\_QCOM\_frame\_extrapolation  
GL\_QCOM\_motion\_estimation  
GL\_QCOM\_render\_shared\_exponent  
GL\_QCOM\_shader\_framebuffer\_fetch\_noncoherent  
GL\_QCOM\_shader\_framebuffer\_fetch\_rate

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

OpenGL ES 3.1

Vendor ※	Qualcomm
Renderer ※	Adreno (TM) 740
Extensions ※	GL_AMD_compressed_ATC_texture 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_depth_clamp GL_EXT_discard_framebuffer GL_EXT_disjoint_timer_query GL_EXT_draw_buffers_indexed GL_EXT_external_buffer GL_EXT_float_blend GL_EXT_fragment_invocation_density GL_EXT_fragment_shading_rate GL_EXT_fragment_shading_rate_attachment GL_EXT_fragment_shading_rate_primitive 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_polygon_offset_clamp 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\_compression\_astc\_decode\_mode  
GL\_EXT\_texture\_compression\_bptc  
GL\_EXT\_texture\_compression\_rgtc  
GL\_EXT\_texture\_compression\_s3tc  
GL\_EXT\_texture\_compression\_s3tc\_srgb  
GL\_EXT\_texture\_cube\_map\_array  
GL\_EXT\_texture\_filter\_anisotropic  
GL\_EXT\_texture\_format\_BGRA8888  
GL\_EXT\_texture\_format\_sRGB\_override  
GL\_EXT\_texture\_mirror\_clamp\_to\_edge  
GL\_EXT\_texture\_norm16  
GL\_EXT\_texture\_sRGB\_R8  
GL\_EXT\_texture\_sRGB\_RG8  
GL\_EXT\_texture\_sRGB\_decode  
GL\_EXT\_texture\_type\_2\_10\_10\_10\_REV  
GL\_IMG\_texture\_filter\_cubic  
GL\_KHR\_blend\_equation\_advanced  
GL\_KHR\_blend\_equation\_advanced\_coherent  
GL\_KHR\_debug  
GL\_KHR\_no\_error  
GL\_KHR\_robust\_buffer\_access\_behavior  
GL\_KHR\_texture\_compression\_astc\_hdr  
GL\_KHR\_texture\_compression\_astc\_ldr  
GL\_KHR\_texture\_compression\_astc\_sliced\_3d  
GL\_NV\_shader\_noperspective\_interpolation  
GL\_OES\_EGL\_image  
GL\_OES\_EGL\_image\_external  
GL\_OES\_EGL\_image\_external\_essl3  
GL\_OES\_EGL\_sync  
GL\_OES\_compressed\_ETC1\_RGB8\_texture  
GL\_OES\_depth24  
GL\_OES\_depth\_texture  
GL\_OES\_depth\_texture\_cube\_map  
GL\_OES\_element\_index\_uint  
GL\_OES\_framebuffer\_object  
GL\_OES\_get\_program\_binary  
GL\_OES\_packed\_depth\_stencil  
GL\_OES\_rgb8\_rgba8  
GL\_OES\_sample\_shading  
GL\_OES\_sample\_variables  
GL\_OES\_shader\_image\_atomic  
GL\_OES\_shader\_multisample\_interpolation  
GL\_OES\_standard\_derivatives  
GL\_OES\_surfaceless\_context  
GL\_OES\_texture\_3D  
GL\_OES\_texture\_compression\_astc  
GL\_OES\_texture\_float  
GL\_OES\_texture\_float\_linear  
GL\_OES\_texture\_half\_float  
GL\_OES\_texture\_half\_float\_linear  
GL\_OES\_texture\_npot  
GL\_OES\_texture\_stencil8  
GL\_OES\_texture\_storage\_multisample\_2d\_array  
GL\_OES\_texture\_view  
GL\_OES\_vertex\_array\_object  
GL\_OES\_vertex\_half\_float  
GL\_OVR\_multiview  
GL\_OVR\_multiview2  
GL\_OVR\_multiview\_multisampled\_render\_to\_texture  
GL\_QCOM\_YUV\_texture\_gather  
GL\_QCOM\_alpha\_test  
GL\_QCOM\_frame\_extrapolation

	GL_QCOM_motion_estimation GL_QCOM_render_shared_exponent GL_QCOM_shader_framebuffer_fetch_noncoherent GL_QCOM_shader_framebuffer_fetch_rate GL_QCOM_shading_rate GL_QCOM_texture_foveated GL_QCOM_texture_foveated2 GL_QCOM_texture_foveated_subsampled_layout GL_QCOM_tiled_rendering	<a href="#">▲ 閉じる</a>
ETC1 texture compressionのサポート ※	✔ 対応	
Android Extension Pack(AEP)対応 ※	✔ 対応	

## OpenGL ES 3.2

Vendor ※	Qualcomm
Renderer ※	Adreno (TM) 740
Extensions ※	GL_AMD_compressed_ATC_texture 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_depth_clamp GL_EXT_discard_framebuffer GL_EXT_disjoint_timer_query GL_EXT_draw_buffers_indexed GL_EXT_external_buffer GL_EXT_float_blend GL_EXT_fragment_invocation_density GL_EXT_fragment_shading_rate GL_EXT_fragment_shading_rate_attachment GL_EXT_fragment_shading_rate_primitive 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_polygon_offset_clamp 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\_compression\_astc\_decode\_mode  
GL\_EXT\_texture\_compression\_bptc  
GL\_EXT\_texture\_compression\_rgtc  
GL\_EXT\_texture\_compression\_s3tc  
GL\_EXT\_texture\_compression\_s3tc\_srgb  
GL\_EXT\_texture\_cube\_map\_array  
GL\_EXT\_texture\_filter\_anisotropic  
GL\_EXT\_texture\_format\_BGRA8888  
GL\_EXT\_texture\_format\_sRGB\_override  
GL\_EXT\_texture\_mirror\_clamp\_to\_edge  
GL\_EXT\_texture\_norm16  
GL\_EXT\_texture\_sRGB\_R8  
GL\_EXT\_texture\_sRGB\_RG8  
GL\_EXT\_texture\_sRGB\_decode  
GL\_EXT\_texture\_type\_2\_10\_10\_10\_REV  
GL\_IMG\_texture\_filter\_cubic  
GL\_KHR\_blend\_equation\_advanced  
GL\_KHR\_blend\_equation\_advanced\_coherent  
GL\_KHR\_debug  
GL\_KHR\_no\_error  
GL\_KHR\_robust\_buffer\_access\_behavior  
GL\_KHR\_texture\_compression\_astc\_hdr  
GL\_KHR\_texture\_compression\_astc\_ldr  
GL\_KHR\_texture\_compression\_astc\_sliced\_3d  
GL\_NV\_shader\_noperspective\_interpolation  
GL\_OES\_EGL\_image  
GL\_OES\_EGL\_image\_external  
GL\_OES\_EGL\_image\_external\_essl3  
GL\_OES\_EGL\_sync  
GL\_OES\_compressed\_ETC1\_RGB8\_texture  
GL\_OES\_depth24  
GL\_OES\_depth\_texture  
GL\_OES\_depth\_texture\_cube\_map  
GL\_OES\_element\_index\_uint  
GL\_OES\_framebuffer\_object  
GL\_OES\_get\_program\_binary  
GL\_OES\_packed\_depth\_stencil  
GL\_OES\_rgb8\_rgba8  
GL\_OES\_sample\_shading  
GL\_OES\_sample\_variables  
GL\_OES\_shader\_image\_atomic  
GL\_OES\_shader\_multisample\_interpolation  
GL\_OES\_standard\_derivatives  
GL\_OES\_surfaceless\_context  
GL\_OES\_texture\_3D  
GL\_OES\_texture\_compression\_astc  
GL\_OES\_texture\_float  
GL\_OES\_texture\_float\_linear  
GL\_OES\_texture\_half\_float  
GL\_OES\_texture\_half\_float\_linear  
GL\_OES\_texture\_npot  
GL\_OES\_texture\_stencil8  
GL\_OES\_texture\_storage\_multisample\_2d\_array  
GL\_OES\_texture\_view  
GL\_OES\_vertex\_array\_object  
GL\_OES\_vertex\_half\_float  
GL\_OVR\_multiview

	GL_OVR_multiview2 GL_OVR_multiview_multisampled_render_to_texture GL_QCOM_YUV_texture_gather GL_QCOM_alpha_test GL_QCOM_frame_extrapolation GL_QCOM_motion_estimation GL_QCOM_render_shared_exponent GL_QCOM_shader_framebuffer_fetch_noncoherent GL_QCOM_shader_framebuffer_fetch_rate GL_QCOM_shading_rate GL_QCOM_texture_foveated GL_QCOM_texture_foveated2 GL_QCOM_texture_foveated_subsampled_layout GL_QCOM_tiled_rendering
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_create_context_robustness EGL_EXT_gl_colorspace_bt2020_hlg 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_srgb EGL_EXT_gl_colorspace_srgb_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 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_lock_surface EGL_KHR_mutable_render_buffer EGL_KHR_no_config_context EGL_KHR_partial_update

	<div>EGL_KHR_reusable_sync</div> <div>EGL_KHR_surfaceless_context</div> <div>EGL_KHR_swap_buffers_with_damage</div> <div>EGL_KHR_wait_sync</div> <div>EGL_KHR_no_config_context</div>	<div>▲閉じる</div>
configure ✕	<div>EGL_CONFIG_ID=5</div> <div>EGL_ALPHA_MASK_SIZE=0(bit)</div> <div>EGL_ALPHA_SIZE=0(bit)</div> <div>EGL_BIND_TO_TEXTURE_RGB=TRUE</div> <div>EGL_BIND_TO_TEXTURE_RGBA=FALSE</div> <div>EGL_BLUE_SIZE=8(bit)</div> <div>EGL_BUFFER_SIZE=24(bit)</div> <div>EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER</div> <div>EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT</div> <div>EGL_DEPTH_SIZE=0(bit)</div> <div>EGL_GREEN_SIZE=8(bit)</div> <div>EGL_LEVEL=0</div> <div>EGL_LUMINANCE_SIZE=0(bit)</div> <div>EGL_MAX_PBUFFER_HEIGHT=16384</div> <div>EGL_MAX_PBUFFER_PIXELS=268435456(px)</div> <div>EGL_MAX_PBUFFER_WIDTH=16384</div> <div>EGL_MAX_SWAP_INTERVAL=1</div> <div>EGL_MIN_SWAP_INTERVAL=0</div> <div>EGL_NATIVE_RENDERABLE=TRUE</div> <div>EGL_RED_SIZE=8(bit)</div> <div>EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT</div> <div>EGL_SAMPLE_BUFFERS=0</div> <div>EGL_SAMPLES=0(px)</div> <div>EGL_STENCIL_SIZE=0(bit)</div> <div>EGL_SURFACE_TYPE=EGL_PBUFFER_BIT, EGL_SWAP_BEHAVIOR_PRESERVED_BIT, EGL_VG_COLORSPACE_LINEAR_BIT, EGL_WINDOW_BIT</div> <div>EGL_TRANSPARENT_BLUE_VALUE=-1</div> <div>EGL_TRANSPARENT_GREEN_VALUE=-1</div> <div>EGL_TRANSPARENT_RED_VALUE=-1</div> <div>EGL_TRANSPARENT_TYPE=EGL_NONE</div> <div>EGL_CONFIG_ID=37</div> <div>EGL_ALPHA_MASK_SIZE=0(bit)</div> <div>EGL_ALPHA_SIZE=0(bit)</div> <div>EGL_BIND_TO_TEXTURE_RGB=TRUE</div> <div>EGL_BIND_TO_TEXTURE_RGBA=FALSE</div> <div>EGL_BLUE_SIZE=8(bit)</div> <div>EGL_BUFFER_SIZE=24(bit)</div> <div>EGL_COLOR_BUFFER_TYPE=EGL_RGB_BUFFER</div> <div>EGL_CONFORMANT=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT</div> <div>EGL_DEPTH_SIZE=0(bit)</div> <div>EGL_GREEN_SIZE=8(bit)</div> <div>EGL_LEVEL=0</div> <div>EGL_LUMINANCE_SIZE=0(bit)</div> <div>EGL_MAX_PBUFFER_HEIGHT=16384</div> <div>EGL_MAX_PBUFFER_PIXELS=268435456(px)</div> <div>EGL_MAX_PBUFFER_WIDTH=16384</div> <div>EGL_MAX_SWAP_INTERVAL=1</div> <div>EGL_MIN_SWAP_INTERVAL=0</div> <div>EGL_NATIVE_RENDERABLE=TRUE</div> <div>EGL_RED_SIZE=8(bit)</div> <div>EGL_RENDERABLE_TYPE=EGL_OPENGL_ES_BIT, EGL_OPENGL_ES2_BIT</div> <div>EGL_SAMPLE_BUFFERS=0</div> <div>EGL_SAMPLES=0(px)</div>	

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EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
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EGL\_BUFFER\_SIZE=24(bit)  
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EGL\_GREEN\_SIZE=8(bit)  
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EGL\_MAX\_PBUFFER\_WIDTH=16384  
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EGL\_MIN\_SWAP\_INTERVAL=0  
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EGL\_RED\_SIZE=8(bit)  
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EGL\_SAMPLES=0(px)  
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EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
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EGL\_ALPHA\_SIZE=0(bit)  
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EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=24(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
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EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
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EGL\_SAMPLES=0(px)  
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EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
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EGL\_BUFFER\_SIZE=24(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
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EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
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EGL\_BUFFER\_SIZE=24(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_DEPTH\_SIZE=16(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_RED\_SIZE=8(bit)

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PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WINDOW\_BIT  
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EGL\_TRANSPARENT\_RED\_VALUE=-1  
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EGL\_BUFFER\_SIZE=24(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
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EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_MAX\_PBUFFER\_WIDTH=16384  
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EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_4  
\_BIT  
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EGL\_SAMPLES=0(px)  
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EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WINDOW\_BIT  
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EGL\_BUFFER\_SIZE=24(bit)  
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EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=8(bit)  
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EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_MIN\_SWAP\_INTERVAL=0

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EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
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EGL\_SAMPLES=0(px)  
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PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WI  
W\_BIT  
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EGL\_BUFFER\_SIZE=24(bit)  
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EGL\_GREEN\_SIZE=8(bit)  
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EGL\_MIN\_SWAP\_INTERVAL=0  
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EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
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PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WI  
W\_BIT  
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EGL\_TRANSPARENT\_RED\_VALUE=-1  
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EGL\_GREEN\_SIZE=8(bit)  
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\_BIT  
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PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
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EGL\_GREEN\_SIZE=8(bit)  
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EGL\_LUMINANCE\_SIZE=0(bit)  
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\_BIT  
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EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIO  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
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PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
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\_BIT  
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PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
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EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0

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

EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=4(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=9  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=8(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=32(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=12  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=8(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=32(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER

EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=10  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=8(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=32(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=16(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=11  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=8(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=8(bit)

EGL\_BUFFER\_SIZE=32(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIO  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=21  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=8(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=32(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=2(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIO  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=24  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=8(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE

EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=32(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=2(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=22  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=8(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=32(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=16(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
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EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=2(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=23  
EGL\_ALPHA\_MASK\_SIZE=0(bit)

EGL\_ALPHA\_SIZE=8(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=32(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=2(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=33  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=8(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=32(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_F  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=4(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE

EGL\_CONFIG\_ID=36  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=8(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=32(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
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EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=4(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=34  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=8(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=32(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=16(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=4(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1

EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=35  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=8(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=FALSE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=TRUE  
EGL\_BLUE\_SIZE=8(bit)  
EGL\_BUFFER\_SIZE=32(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=8(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=8(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=4(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=1  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=5(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT

EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=4  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=5(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WIN  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=2  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=5(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=16(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIC

PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WI  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=3  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=5(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=24(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIO  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WI  
W\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=13  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=5(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_B  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_E  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=2(px)

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

EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_4  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=4(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=28  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=5(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=5(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_4  
\_BIT  
EGL\_SAMPLE\_BUFFERS=1  
EGL\_SAMPLES=4(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR  
PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=26  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=5(bit)  
EGL\_BUFFER\_SIZE=16(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_RGB\_BUFFER  
EGL\_CONFORMANT=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_ES2\_BIT  
EGL\_DEPTH\_SIZE=16(bit)  
EGL\_GREEN\_SIZE=6(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0

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

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

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

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

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

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

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

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

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

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

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

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

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

EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=60  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=0(bit)  
EGL\_BUFFER\_SIZE=0(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_FRONT\_BUFFER\_BIT  
EGL\_CONFORMANT=FALSE  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=0(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=0(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=64  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=0(bit)  
EGL\_BUFFER\_SIZE=0(bit)  
EGL\_COLOR\_BUFFER\_TYPE=EGL\_FRONT\_BUFFER\_BIT  
EGL\_CONFORMANT=FALSE  
EGL\_DEPTH\_SIZE=0(bit)  
EGL\_GREEN\_SIZE=0(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
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EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=0(bit)  
EGL\_RENDERABLE\_TYPE=EGL\_OPENGL\_ES\_BIT, EGL\_OPENGL\_BIT

EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=8(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=54  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
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\_FB2\_BIT  
EGL\_SAMPLE\_BUFFERS=0  
EGL\_SAMPLES=0(px)  
EGL\_STENCIL\_SIZE=0(bit)  
EGL\_SURFACE\_TYPE=EGL\_PBUFFER\_BIT, EGL\_SWAP\_BEHAVIOR\_PRESERVED\_BIT, EGL\_VG\_COLORSPACE\_LINEAR\_BIT, EGL\_WINDOW\_BIT  
EGL\_TRANSPARENT\_BLUE\_VALUE=-1  
EGL\_TRANSPARENT\_GREEN\_VALUE=-1  
EGL\_TRANSPARENT\_RED\_VALUE=-1  
EGL\_TRANSPARENT\_TYPE=EGL\_NONE  
EGL\_CONFIG\_ID=58  
EGL\_ALPHA\_MASK\_SIZE=0(bit)  
EGL\_ALPHA\_SIZE=0(bit)  
EGL\_BIND\_TO\_TEXTURE\_RGB=TRUE  
EGL\_BIND\_TO\_TEXTURE\_RGBA=FALSE  
EGL\_BLUE\_SIZE=0(bit)  
EGL\_BUFFER\_SIZE=0(bit)  
EGL\_COLOR\_BUFFER\_TYPE=  
EGL\_CONFORMANT=  
EGL\_DEPTH\_SIZE=16(bit)  
EGL\_GREEN\_SIZE=0(bit)  
EGL\_LEVEL=0  
EGL\_LUMINANCE\_SIZE=0(bit)  
EGL\_MAX\_PBUFFER\_HEIGHT=16384  
EGL\_MAX\_PBUFFER\_PIXELS=268435456(px)  
EGL\_MAX\_PBUFFER\_WIDTH=16384  
EGL\_MAX\_SWAP\_INTERVAL=1  
EGL\_MIN\_SWAP\_INTERVAL=0  
EGL\_NATIVE\_RENDERABLE=TRUE  
EGL\_RED\_SIZE=0(bit)

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

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

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※:Android標準APIで取得した値を掲載