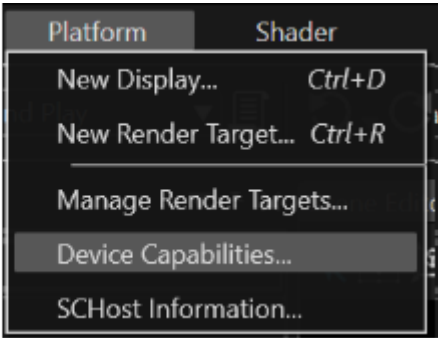


Device Capabilities and Constraint Violations

Device Capabilities and Constraint Violations

Device capabilities for both target and simulation are displayed in SceneComposer via menu item "Platform" > "Device capabilities".



The "Device Capabilities" panel provides two distinct columns where both "Simulation device capability value" and "Target device capability value" are displayed.

Device Capabilities		
Capability name	Simulation device capability value	Target device capability value
MaxTextureSize	16384	8192
MaxCombinedTextureImageUnits	192	96
MaxCubeMapTextureSize	16384	8192
MaxFragmentUniformVectors	1024	256
MaxRenderBufferSize	16384	8192
MaxTextureImageUnits	32	16
MaxVaryingVectors	16	31
MaxVertexAttributes	16	16
MaxVertexTextureImageUnits	32	16
MaxViewportDimensions	16384 X 16384	8192 X 8192
MaxElementIndex	4294967295	2147483647
OK		

Violations of supported capabilities are reported into the problem viewer panel.

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