

---

Subject: Re: Anyone ever mess with Vulkan?

Posted by [Xemuth](#) on Thu, 24 Feb 2022 15:34:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello JjacksonRIAB, I did try to create a VulkanCtrl for U++ but instead of OpenGL, Vulkan is much more verbose and supply a deep access to the graphic card. Learning it take a lot of time. I did some testing ( here is workspace ) nothing fancy nor working but the thing that could interest you is this schema I did to track all vulkan interface and relation between them :

It's far from being complete but it may could help you !

---