

Vulkan extension users

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Problem

- When implementing or changing vulkan extensions you have the CTS but also want to smoke test games
- What games to test with for each extension is kept as a mental list
- The extension might only be used in a specific part of the game
- 100k games on steam

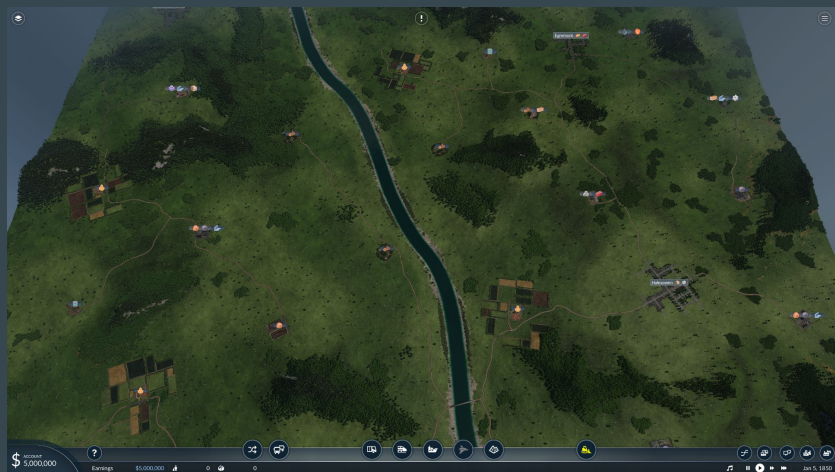
A vulkan layer

- Logging enabled extensions is not enough
- Detect extension use by checking function calls
- Must be easy for normal users to use
- Must be easy to submit

Status

- WIP
- Can detect 145 extensions
- Prints extension name to stdout upon use
- Code in branch - MR coming

Demo - Transport Fever 2



```
VK_EXT_debug_report  
VK_KHR_get_physical_device_properties2  
VK_KHR_create_renderpass2  
VK_KHR_xlib_surface  
VK_KHR_surface  
VK_KHR_swapchain  
VK_KHR_get_memory_requirements2  
[phomes@yoga test]$ █
```

Future work

- Detect more extensions
- Show the detected extensions in an overlay
- Figure out how users should submit results
- Figure out how to present the list (gitlab repo?)

Do you have a mental list of games?

- Please reach out if you know games that use specific extensions

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