CometEngineDXRenderer - m IsMSAA m IsDebugFlag m IsFullScreen

- m hRenderTargetHwnd - m uMsaaLevel
- m uRenderScale
- m uRenderWidth - m uRenderHeight
- mDXDevice mDXContext
- mSwapChain
- mRenderTargetView - mDepthStencilView
- mDepthStencilBuffer
- + EnableDebugDevice() + Init()
- + Render() + GetInstance()
- CometEngineDXRenderer() - ~CometEngineDXRenderer()

-Instance