



```
-appState: IAppState = {
    OsHandle: Pointer
    OsType: string
}
-rootNode: Component

-initializeVulkan(): void
-initializeSwapchain(): void
-createWindowSurface(): void
-handleMessages(h: OsHandle, e: OsEventCallback): void
-getSwapchainNext(semaphore: Semaphore, buffer: UInt): void
-swapchainPresent(cmdBuffer: CommandBuffer): void
-createShader(source: SPIRV): void
-createMesh(buffer: Float32Array): void
```