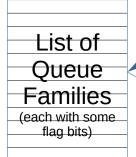# Queue Families, Command Buffers and Pools.

List of
Queue
Families
(each with some
flag bits)

int m_graphicsQueueIndex;
// Index of a queue family with all three required flag bits

VkQueue m_queue; // Reference to queue
VkCommandPool m_cmdPool; // Pool for queue

In DrawLoop:
   Allocate CommandBuffer from CommandPool
   Fill CommandBuffer with commands (vkCmd...)
   Submit CommandBuffer to Queue