BufferLayout

+ BufferLayout()

+ BufferLayout(const
  std::initializer_list
  < BufferElement > &elements)

+ virtual ~BufferLayout
  ()=default

+ uint32_t GetStride
  () const

+ const std::vector<
  BufferElement > & GetElements
  () const

+ std::vector< BufferElement
  >::iterator begin()

+ std::vector< BufferElement
  >::iterator end()

+ std::vector< BufferElement
  >::const_iterator begin
  () const

+ std::vector< BufferElement
  >::const_iterator end() const