

VertexArray

- + VertexArray()
- + ~VertexArray()
- + void Bind() const
- + void Unbind() const
- + void AddVertexBuffer
(const Ref< VertexBuffer
> &vertexBuffer)
- + void SetIndexBuffer
(const Ref< IndexBuffer
> &indexBuffer)
- + const std::vector<
Ref< VertexBuffer >
> & GetVertexBuffers
() const
- + const Ref< IndexBuffer
> & GetIndexBuffer() const