FramebufferAttatchmentSpecification

+ std::vector< Framebuffer
TextureSpecification >
 Attachments

+ FramebufferAttatchmentSpecification
()=default

+ FramebufferAttatchmentSpecification
(std::initializer_list< FramebufferTexture
Specification > attachments)

+Attachments

FramebufferSpecification

+ uint32_t Width

+ uint32_t Height

+ uint32_t Samples

+ bool SwapChainTarget