

BufferElement

- + std::string Name
 - + ShaderDataTypes Type
 - + uint32_t Size
 - + uint32_t Offset
 - + bool Normalized
-
- + BufferElement()
 - + BufferElement(ShaderDataTypes type, const std::string name, bool normalized=false)
 - + virtual ~BufferElement()
=default
 - + uint32_t GetComponentCount()
const