

## **GigEngine: RHI**

- void Init();
- void DeleteVertexArray(int n, const unsigned int\* pArray);
- void DeleteBuffer(int n, const unsigned int\* pBuffer);
- void DeleteBuffer(Buffer& pVBO, Buffer pEBO, BufferVAO pVAO);
- void BindVertexArray(const unsigned int pArray);
- void BindBuffer(unsigned int pTarget, unsigned int pBuffer);
- void BindBuffer(BufferType pType, unsigned int pID);
- void DrawElements(unsigned int pMode, int pCount, unsigned int pType, const void\* pIndices);
- void GenVertexArrays(int pN, unsigned int\* pArray);
- void GenBuffers(int pN, unsigned int\* pBuffer);
- void BufferData(unsigned int pTarget, int pSize, const void\* pData, unsigned int pUsage);
- void BufferData(BufferType pType, unsigned int pSize, const void\* pData, unsigned int pUsage);
- void EnableVertexAttribArray(unsigned int pIndex);
- void VertexAttribPointer(unsigned int pIndex, int pSize, unsigned int pType, bool pNormalized, int pStride, const void\* pPointer);
- void DisableVertexAttribArray(unsigned int pIndex);
- [[nodiscard]] unsigned int CreateShader(unsigned int pShaderType);
- void ShaderSource(unsigned int pShader, int pCount, const char\*\* pString, const int pLength);
- void CompileShader(unsigned int pShader);
- void GetShaderiv(unsigned int pShader, unsigned int pName, int\* pParams);
- void GetShaderInfoLog(unsigned int pShader, int pBufSize, int\* pLength, char\* pInfoLog);
- void ViewPort(int pX, int pY, int pWidth, int pHeight);
- void DeleteShader(unsigned int pShader);
- void DeleteProgram(unsigned int pProgram);
- void UseProgram(unsigned int pProgram);
- [[nodiscard]] unsigned int CreateProgram();
- void AttachShader(unsigned int pProgram, unsigned int pShader);
- void LinkProgram(unsigned int pProgram);
- void GetProgramiv(unsigned int pProgram, unsigned int pName, int\* pParams);
- void GetProgramInfoLog(unsigned int pProgram, int pBufSize, int\* pLength, char\* pInfoLog);
- [[nodiscard]] int GetUniformLocation(unsigned int pProgram, const char\* pName);
- void SetUniformValue(unsigned int pProgram, const char\* pName, UniformType pType, void\* pValue);
- void SetUniformValue(int pLocation, UniformType pType, void\* pValue);
- void Disable(unsigned int pCap);
- void Enable(unsigned int pCap);
- void DrawArray(unsigned int pMode, int pFirst, int pCount);
- void ClearColor(float pRed, float pGreen, float pBlue, float pAlpha);
- void Clear(unsigned int pMask);
- void LoadTexture(unsigned int& pTexture, int pWidth, int pHeight, const void\* pData);
- void BindTexture(unsigned int pTarget, unsigned int pTexture);
- void DeleteTexture(unsigned int pTexture);
- void DepthFunction(unsigned int pFunc);
- void SetupBuffer(Buffer& pVBO, Buffer& pEBO, BufferVAO& pVAO);
- void SetupBuffer(Buffer& pVBO, BufferVAO& pVAO);
- [[nodiscard]] bool LinkShader(unsigned int& pProgram, unsigned int& pVertexShader, unsigned int& pFragmentShader);