kF::Graphics::RendererObject

+ parent()
+ Parent()

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kF::Graphics::CachedRenderer Object

- _parent

+ CachedRendererObject()
+ CachedRendererObject()
+ CachedRendererObject()
+ operator=()
+ operator=()
+ swap()
+ parent()
- parent()

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kF::Graphics::CommandDispatcher

- _availableSemaphores
- _cachedFrames

+ CommandDispatcher()
+ CommandDispatcher()
+ ~CommandDispatcher()
+ operator=()
+ currentFrameAvailableSemaphore()
+ dispatch()
+ dispatch()
+ addPresentDependencies()
+ addPresentDependencies()
+ tryAcquireNextFrame()
+ presentFrame()
+ clear()
+ onViewSizeChanged()

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kF::Graphics::CommandPool Manager

- _cachedFrames
- _Allocator

+ CommandPoolManager()
+ CommandPoolManager()
+ ~CommandPoolManager()
+ operator=()
+ acquire()
+ takeBack()
+ onFrameAquired()
- allocate()
- deallocate()

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kF::Graphics::Framebuffer Manager

- _cachedFrames

+ FramebufferManager()
+ FramebufferManager()
+ ~FramebufferManager()
+ operator=()
+ framebuffers()
+ framebuffers()
+ currentFramebuffer()
+ onFrameAquired()
+ onViewSizeChanged()
- createFramebuffers()

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kF::Graphics::QueueManager

+ QueueCount
- _array
- _candidates

+ QueueManager()
+ QueueManager()
+ ~QueueManager()
+ operator=()
+ queueDescriptor()
+ queue()
+ waitQueueIdle()
+ registerQueues()
+ retreiveQueuesHandlers()
- retreiveFamilyQueueIndexes()