mugen_engine::MEGraphicDevice

- Microsoft::WRL::ComPtr< ID3D12Device > m device
- Microsoft::WRL::ComPtr< IDXGIFactory6 > m_dxgiFactory
- + MEGraphicDevice()
- + MEGraphicDevice(const MEGraphicDevice &)=delete
- + void Initialize()
- + ID3D12Device *const GetDevice() const
- + IDXGIFactory4 *const GetFactory() const
- void _EnableDebugLayer()

- Microsoft::WRL::ComPtr< ID3D12Command Allocator > m_cmdAllocator

mugen engine::MEGraphicCommandList

- Microsoft::WRL::ComPtr< ID3D12Graphics
- CommandList > m cmdList Microsoft::WRL::ComPtr< ID3D12Command Queue > m cmdQueue
- Microsoft::WRL::ComPtr< ID3D12Fence > m_fence
- UINT64 m_fenceVal
- + MEGraphicCommandList()
- + void Initialize(const MEGraphicDevice &device)
- + void Execute()

m_graphicDevice

- + ID3D12CommandQueue *const GetCommandQueue() const
- + ID3D12GraphicsCommandList *const GetCommandList() const

mugen_engine::MEGraphicRenderTarget

- const int m numBackBuffer
- Microsoft::WRL::ComPtr< IDXGISwapChain4 > m_swapchain
- Microsoft::WRL::ComPtr< ID3D12Descriptor Heap > m_rtvHeaps
- std::vector< Microsoft::WRL ::ComPtr< ID3D12Resource > >
- m backBuffers
- D3D12 CPU DESCRIPTOR HANDLE m_renderTargetHandle
- D3D12_VIEWPORT m_viewport
- D3D12 RECT m scissorRect
- + MEGraphicRenderTarget()
- + wid Initialize(const MEGraphicDevice &device, const MEGraphicCommandList &cmdList, HWND hwnd, const int window width, const int window height)
- + void Present()
- + void SetBarrierBeforeRender (MEGraphicDevice &device, MEGraphicCommand List &cmdList)
- + void SetBarrierBeforePresent (MEGraphicCommandList &cmdList)
- + void Clear(float clearColor [4], MEGraphicCommandList &cmdList)
- + void SetRenderArea(MEGraphicCommand List &cmdList, const int topX, const int topY, const int bottomX, const int bottomY)

mugen_engine::MECore

D3D12_INPUT_ELEMENT_DESC m

std::unordered_map< std::string, MEImage > m_loadedImages std::unordered_map< std::string, MEFontData > m_loadedFonts

window_width, int window_height)

size_t xDivideNum, size_t yDivideNum) + MEImage & GetGraph(std::string gid)

-m_renderTarget

+ void SetRenderBaseCommand (MEGraphicCommandList &cmdList)

> - HWND m_windowHandle std::wstring m_windowTitle - WNDCLASSEX m_windowClass

int m_windowWidth - int m_windowHeight

+ void Initialize(const std ::wstring window_title, int

+ int ProcessMessage() + void ScreenFlip()

+ void ClearScreen(const int R, const int G, const int B) + void SetRenderArea(const int topX, const int topY, const int bottomX, const int bottomY)

+ void ResetRenderArea() + void LoadGraph(std::string gid, std::wstring filepath) + void LoadDivGraph(std::string gid, std::wstring filepath,

+ void LoadFont(std::string gid, std::wstring fontName,

+ MEFontData & GetFont(std::

+ int GetWindowWidth() const + int GetWindowHeight() const + static MECore & GetIns()

void _CreateWindow()

- MECore(const MECore &)=delete

int fontSize)

string gid)

- MECore()

_inputLayout

void Finalize()

-m commandList

m_pipeline

mugen_engine::MEGraphicPipeline

Microsoft::WRL::ComPtr< ID3D12Pipeline

Microsoft::WRL::ComPtr< ID3D12Root

- void Initialize(const MEGraphicDevice

int type, MEGraphicCommandList

(const MEGraphicDevice &device)

(const MEGraphicDevice &device,

inputLayout[], const int layoutSize)

&device, const D3D12_INPUT ELEMENT

_DESC inputLayout[], const int layoutSize)

void ProcessBlobError(HRESULT result)

const D3D12_INPUT_ELEMENT_DESC

std::vector< char > m_vsBlob

std::vector< char > m_psBlob

State > m_pipelineState

+ MEGraphicPipeline()

&cmdList)

Signature > m_rootSignature

+ void SetPipelineState(const

void CreateRootSignarure

void _CreatePipelineState

void LoadShader()

> m errorBlob

Microsoft::WRL::ComPtr< ID3DBlob

mugen_engine::MEAudioDevice

- Microsoft::WRL::ComPtr< IXAudio2 > m_device
- IXAudio2MasteringVoice * m _pMasteringVoice
- + MEAudioDevice()
- + ~MEAudioDevice()
- + void Initialize()

m audioDevice