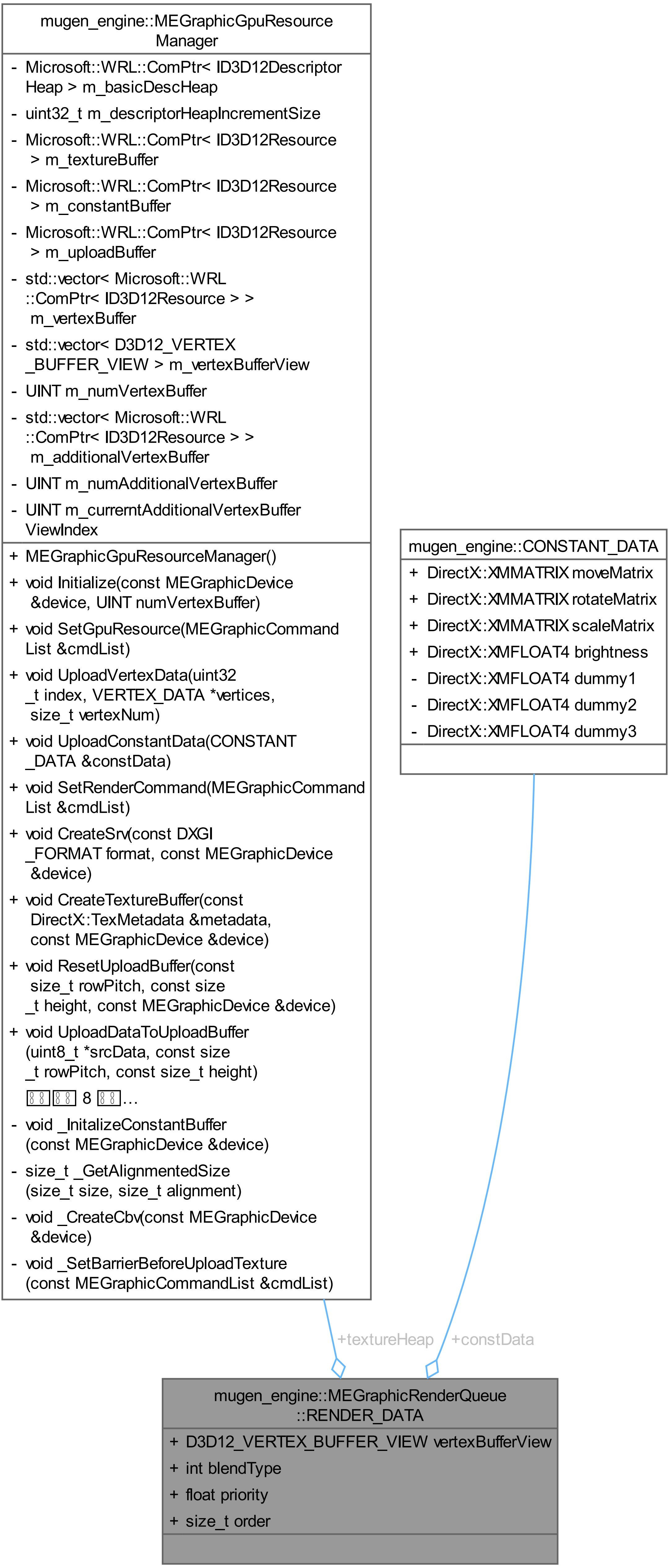
mugen_engine::MEGraphicGpuResource Manager
- Microsoft::WRL::ComPtr< ID3D12Descriptor Heap > m_basicDescHeap
- uint32_t m_descriptorHeapIncrementSize
- Microsoft::WRL::ComPtr< ID3D12Resource > m_textureBuffer
- Microsoft::WRL::ComPtr< ID3D12Resource > m_constantBuffer
- Microsoft::WRL::ComPtr< ID3D12Resource > m_uploadBuffer
- std::vector< Microsoft::WRL ::ComPtr< ID3D12Resource > > m_vertexBuffer
- std::vector< D3D12_VERTEX _BUFFER_VIEW > m_vertexBufferView
- UINT m_numVertexBuffer
- std::vector< Microsoft::WRL ::ComPtr< ID3D12Resource > > m_additionalVertexBuffer
- UINT m_numAdditionalVertexBuffer
- UINT m_currerntAdditionalVertexBuffer ViewIndex
+ MEGraphicGpuResourceManager()
+ void Initialize(const MEGraphicDevice &device, UINT numVertexBuffer)
+ void SetGpuResource(MEGraphicCommand List &cmdList)
+ void UploadVertexData(uint32 _t index, VERTEX_DATA *vertices, size_t vertexNum)
+ void UploadConstantData(CONSTANT _DATA &constData)
+ void SetRenderCommand(MEGraphicCommand List &cmdList)
+ void CreateSrv(const DXGI _FORMAT format, const MEGraphicDevice &device)
+ void CreateTextureBuffer(const DirectX::TexMetadata &metadata, const MEGraphicDevice &device)
+ void ResetUploadBuffer(const size_t rowPitch, const size _t height, const MEGraphicDevice &device)
+ void UploadDataToUploadBuffer (uint8_t *srcData, const size _t rowPitch, const size_t height)
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- void _InitalizeConstantBuffer (const MEGraphicDevice &device)
- size_t _GetAlignmentedSize (size_t size, size_t alignment)
- void _CreateCbv(const MEGraphicDevice &device)
- void _SetBarrierBeforeUploadTexture (const MEGraphicCommandList &cmdList)
mugen_engine::CONSTANT_DATA
+ DirectX::XMMATRIX moveMatrix
+ DirectX::XMMATRIX rotateMatrix
+ DirectX::XMMATRIX scaleMatrix
+ DirectX::XMFLOAT4 brightness
- DirectX::XMFLOAT4 dummy1
- DirectX::XMFLOAT4 dummy2
- DirectX::XMFLOAT4 dummy3
+textureHeap
+constData
mugen_engine::MEGraphicRenderQueue ::RENDER_DATA
+ D3D12_VERTEX_BUFFER_VIEW vertexBufferView
+ int blendType
+ float priority
+ size_t order