

## mugen\_engine::MEGraphicRenderTarget

- const int m\_numBackBuffer
  - Microsoft::WRL::ComPtr< IDXGISwapChain4 > m\_swapchain
  - Microsoft::WRL::ComPtr< ID3D12DescriptorHeap > m\_rtvHeaps
  - std::vector< Microsoft::WRL::ComPtr< ID3D12Resource > > m\_backBuffers
  - D3D12\_CPU\_DESCRIPTOR\_HANDLE m\_renderTargetHandle
  - D3D12\_VIEWPORT m\_viewport
  - D3D12\_RECT m\_scissorRect
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- + MEGraphicRenderTarget()
  - + void Initialize(const MEGraphicDevice &device, const MEGraphicCommandList &cmdList, HWND hwnd, const int window\_width, const int window\_height)
  - + void Present()
  - + void SetBarrierBeforeRender(MEGraphicDevice &device, MEGraphicCommandList &cmdList)
  - + void SetBarrierBeforePresent(MEGraphicCommandList &cmdList)
  - + void Clear(float clearColor[4], MEGraphicCommandList &cmdList)
  - + void SetRenderArea(MEGraphicCommandList &cmdList, const int topX, const int topY, const int bottomX, const int bottomY)
  - + void SetRenderBaseCommand(MEGraphicCommandList &cmdList)