mugen_engine::MEGraphicDevice

- Microsoft::WRL::ComPtr< ID3D12Devicem device
- Microsoft::WRL::ComPtr< IDXGIFactory6m_dxgiFactory
- + MEGraphicDevice()
- + MEGraphicDevice(const MEGraphicDevice &)=delete
- + void Initialize()
- + ID3D12Device *const GetDevice() const
- + IDXGIFactory4 *const GetFactory() const
- void _EnableDebugLayer()



mugen_engine::MEGraphicRenderQueue

- static Microsoft::WRL::ComPtr
 - < ID3D12DescriptorHeap > m_constantDescHeap
- static std::vector< Microsoft
 - ::WRL::ComPtr< ID3D12Resource >> m constantBuffers
- static int m maxReserve
- static std::deque< RENDER
 - DATA > m reserveList
- static std::vector< const
- RENDER_DATA * > m_reservePointerList
 static uint32 t m_descriptorHeapIncrementSize
- static std::vector< CONSTANT
- DATA * > m pMapMatrix
- + static void Initialize(MEGraphicDevice &device)
- + static void ReserveRender

(D3D12_VERTEX_BUFFER_VIEW vbView,

CONSTANT_DATA constData, MEGraphicGpuResource Manager *textureHeap, int blendType, float

priority, MEGraphicCommandList *cmdList, MEGraphicPipeline *pipeline, MEGraphicRenderTarget

- *renderTarget)
 + static void RenderAll(MEGraphicCommand
 - List &cmdList, MEGraphicPipeline &pipeline, MEGraphicRenderTarget
- static void CreateCbv(uint32

&renderTarget)

- _t index, const MEGraphicDevice &device)
- static void _InitalizeConstantBuffer (const MEGraphicDevice &device)