

mugen\_engine::MEGraphicCommandList

- Microsoft::WRL::ComPtr< ID3D12Command Allocator > m\_cmdAllocator
- 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()
- + ID3D12CommandQueue \*const GetCommandQueue() const
- + ID3D12GraphicsCommandList \*const GetCommandList() const