

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()