






Chapter 12: Pipeline

0. i `VkGraphicsPipelineCreateInfo`

- <https://vkdoc.net/man/VkGraphicsPipelineCreateInfo>
 - `.sType`  `VK_STRUCTURE_TYPE_GRAPHICS_PIPELINE_CREATE_INFO`
 - `.pNext`  `nullptr`
 - `.flags`  ChapterZZZ
 -  <https://vkdoc.net/man/VkPipelineCreateFlagBits> | [ivrtex-github](#)
 - `.stageCount`  `uint32_t`
 - `.pStages`  Shaders  `VkPipelineShaderStageCreateInfo`
 -  Pipeline States / Stages
 - `.pVertexInputState` 
 - `.pInputAssemblyState`
 - `.pTessellationState`
 - `.pViewportState`
 - `.pRasterizationState`
 - `.pMultisampleState`
 - `.pDepthStencilState`
 - `.pColorBlendState`
 - `.pDynamicState`
 - `.layout`  SubChapter 2
 - `.renderPass` 
 - `.subpass`  0
 - `.basePipelineHandle`  `VK_NULL_HANDLE`
 - `.basePipelineIndex`  `INT32_MIN`











 `amVK` wrap 

```
amVK_PipelineGRAPHICS* PLG = new amVK_PipelineGRAPHICS(RP_FBs);
PLG->CreateGraphicsPipeline();
```

1. `Pipeline Objects` {#1-pipeline-objects}  [amVK_Vertex.hh](https://github.com/REYNEP/amGHOST/blob/74cf5c96a9b12db4896f2f4c592cfd72923d6231/amVK/mesh/amVK_Vertex.hh#L43) 
 [amVK_GeoMetry.hh](https://github.com/REYNEP/amGHOST/blob/74cf5c96a9b12db4896f2f4c592cfd72923d6231/amVK/mesh/amVK_GeoMetry.hh#L7) 
 [amVK_PipelineGRAPHICS.cpp](https://github.com/REYNEP/amGHOST/blob/74cf5c96a9b12db4896f2f4c592cfd72923d6231/amVK/core/amVK_PipelineGRAPHICS.cpp)

3. VkPipelineLayout

1. VkPipelineLayoutCreateInfo

- <https://vkdoc.net/man/VkPipelineLayoutCreateInfo>
 - `.sType`  `VK_STRUCTURE_TYPE_PIPELINE_LAYOUT_CREATE_INFO`
 - `.pNext`  `nullptr`
 - `.flags`  `0`
 -  <https://vkdoc.net/man/VkPipelineLayoutCreateFlagBits> | [ivrtex-github](#)
 - `.pSetLayouts`  `nullptr`  `VkDescriptorSetLayout`  `ChapterZZZ`
 - `.pPushConstantRanges`  `nullptr`  `VkPushConstantRange`  `ChapterZZZ`

2. vkCreatePipelineLayout()

- <https://vkdoc.net/man/vkCreatePipelineLayout>