



Chapter 7: 🛒 FrameBuffer [🍷🍎🍌🍷]

1. `vkCreateFramebuffer()`

- <https://vkdoc.net/man/vkCreateFramebuffer>
- **REY_DOCS**
 - Copy Paste `amVK_RenderPass.hh` Current Implementation & Change it as needed
 - Trust me, this is the most fun way of doing this, xP

2. `VkFramebufferCreateInfo()`

- <https://vkdoc.net/man/VkFramebufferCreateInfo>
 - `.flags` -> Only Option:- `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT`
 - `.renderPass` -> 😊
 - `.pAttachments` -> [VkImageView] this->SubChapter3
 - `.width` ->
 - `.height` ->
 - `.layers` ->
- **REY_DOCS**
 - Start With basic copy paste of `amVK_RenderPass.hh` :- [4.guide.chapter7.2.FrameBuffer.hh](#)

3. `VkImageView .pAttachments`

- <https://vkdoc.net/man/VkImageView>
 - For Now, We are gonna choose 1 VkImageView per FrameBuffer
- **REY_DOCS**

```
#include "amVK_FrameBuffer.hh"

void amVK_Presenter::create_FrameBuffers(void) {
    this->FBs.reserve(this->SC->amVK_1D_SC_IMGs.n);

    REY_Array_LOOP(this->FBs, k) {
        amVK_FrameBuffer* FB = new amVK_FrameBuffer(this);

        FB->CI.attachmentCount = 1;
        FB->CI.pAttachments = &(this->SC->amVK_1D_SC_IMGs_amVK_WRAP[k].vk_ImageView);

        FB->CI.width = 0;
        FB->CI.height = 0;

        FB->CreateFrameBuffer();

        this->FBs[k] = FB;
    }
}
```