



## Chapter 15: Resizing & SwapChain Recreation



Vulkan wrap



```
void reSize(void) {  
    RP_FBs->DestroyFrameBuffers();  
    SC_IMGs->DestroySwapChainImageViews();  
  
    SC->reCreateSwapChain();           // calls --> sync_SurfCaps();  
  
    SC_IMGs->GetSwapChainImagesKHR();  
    SC_IMGs->CreateSwapChainImageViews();  
    RP_FBs->CreateFrameBuffers();  
}
```



amVK wrap



```
amGHOST_SwapChainResizer* SC_Resizer = new amGHOST_SwapChainResizer(RP_FBs, W);
```