



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` = 🎨 0
 - <https://vkdoc.net/man/VkFramebufferCreateInfoFlags> | ivirtex-github
 - Only Option:-
 - 🎨 `VK_FRAMEBUFFER_CREATE_IMAGELESS_BIT` [ImageLess FrameBuffer]
 - `.renderPass` = 🎨 📖
 - `.pAttachments` 🔗 SubChapter 3
 - `.width`
 - `.height`
 - `.layers`
- 📖 REY_DOCS
 - Start With basic copy paste of `amVK_RenderPass.hh` :-
- 📦 So far, The result
 - <4.guide.chapter7.2.FrameBuffer.hh>

3. VkImageView .pAttachments

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

```
#include "amVK_FrameBuffer.hh"

void amVK_Presenter::create_FrameBuffers(void) {
    this->FBs.reserve(this->SC->amVK_1D_SC_IMAGES.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_IMAGES.amVK_WRAP[k].vk_ImageView);

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

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