Operator=(Resource Res)

TypeCheck()

mpVertexRes =Cast( Res );

Operator=(Resource Res)

TypeCheck()

mpResource = Res;

U8 Lock()

VertexRef Vertex=mpResource;

Return VertexRef->Lock();

U8 Lock()

{

return D3D11->Lock(Buffer)

}

**VertexRef**

Return VertexRes Ptr

**ResourceTypeRef**

Return casted resource Ptr

**awResourceRef**

RefCounting

**Resource**

Res Creation virtual

**awResource**

RefCount

ResID

**Vertex**

Lock()

…

**awVertexRef**

Game visible class

Lock()

….

**awResourceTypeRef**

(Templated Type)