

VRE::VRE_Window
<ul style="list-style-type: none"> - int mWidth - int mHeight - bool mFramebufferResized - const std::string mWindowName - GLFWwindow * mWindow
<ul style="list-style-type: none"> + VRE_Window(int width, int height, std::string name) + ~VRE_Window() + VRE_Window(const VRE_Window &)=delete + VRE_Window & operator =(const VRE_Window &)=delete + bool ShouldClose() + void CreateWindowSurface(VkInstance instance, VkSurfaceKHR *surface) + VkExtent2D GetExtent() + bool HasWindowResized() + void ResetWindowResizedFlag() + GLFWwindow * GetGLFWwindow() const - void Init() - static void FrameBufferResizedCallback(GLFWwindow *window, int width, int height)

-mWindow



VRE::VRE_Device
<ul style="list-style-type: none"> + const bool mEnableValidationLayers + VkPhysicalDeviceProperties mProperties - VkInstance mInstance - VkDebugUtilsMessengerEXT mDebugMessenger - VkPhysicalDevice mPhysicalDevice - VkCommandPool mCommandPool - VkDevice mVkDevice - VkSurfaceKHR mVkSurface - VkQueue mGraphicsQueue - VkQueue mPresentQueue - const std::vector<const char *> mValidationLayers - const std::vector<const char *> mDeviceExtensions
<ul style="list-style-type: none"> + VRE_Device(VRE_Window &window) + ~VRE_Device() + VRE_Device(const VRE_Device &)=delete + VRE_Device & operator =(const VRE_Device &)=delete + VRE_Device(VRE_Device &&)=delete + VRE_Device & operator =(VRE_Device &&)=delete + VkCommandPool GetCommandPool() + VkDevice GetVkDevice() + VkPhysicalDevice GetPhysicalDevice() + VkSurfaceKHR Surface() and 12 more... - void CreateInstance() - void SetupDebugMessenger() - void CreateSurface() - void PickPhysicalDevice() - void CreateLogicalDevice() - void CreateCommandPool() - bool IsDeviceSuitable(VkPhysicalDevice device) - std::vector<const char *> GetRequiredExtensions() - bool CheckValidationLayerSupport() - QueueFamilyIndices FindQueueFamilies(VkPhysicalDevice device) - void PopulateDebugMessengerCreateInfo(VkDebugUtilsMessengerCreateInfoEXT &createInfo) - void HasGlfwRequiredInstanceExtensions() - bool CheckDeviceExtensionSupport(VkPhysicalDevice device) - SwapChainSupportDetails QuerySwapChainSupport(VkPhysicalDevice device)