VRE::VRE_Window

- int mWidth
- int mHeight
- bool mFrameBufferResized - const std::string mWindowName
- GLFWwindow * mWindow
- + 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, VkSurface KHR *surface) + VkExtent2D GetExtent()
- + bool HasWindowResized()
- + void ResetWindowResizedFlag() + GLFWwindow * GetGLFWwindow
- () const
- void Init() static void FrameBufferResized
- Callback(GLFWwindow *window, int width, int height)

VRE::VRE Device + const bool mEnableValidation

- Layers VkPhysicalDeviceProperties **mProperties**
- VkInstance mInstance VkDebugUtilsMessengerEXT
- mDebugMessenger VkPhysicalDevice mPhysical

VkDevice mVkDevice

- Device - VkCommandPool mCommandPool
- VkSurfaceKHR mVkSurface
- VkQueue mGraphicsQueue
- VkQueue mPresentQueue const std::vector
- const char * > mValidation Layers
- const std::vector< const char * > mDeviceExtensions + VRE_Device(VRE_Window

&window)

&&)=delete

Pool()

- + ~VRE_Device() + VRE Device(const VRE
- _Device &)=delete
- + VRE_Device & operator =(const VRE_Device &)

+ VRE_Device(VRE_Device

- =delete
- + VRE_Device & operator =(VRE_Device &&)=delete
- + VkDevice GetVkDevice()

+ VkCommandPool GetCommand

+ VkPhysicalDevice GetPhysical

- Device() + VkSurfaceKHR Surface()
- and 12 more... void CreateInstance()
- void SetupDebugMessenger() void CreateSurface()
- void PickPhysicalDevice() void CreateLogicalDevice()
- void CreateCommandPool() - bool IsDeviceSuitable (VkPhysicalDevice device)
- char * > GetRequiredExtensions() bool CheckValidationLayer Support()

std::vector< const

Device device)

device)

- QueueFamilyIndices FindQueueFamilies(VkPhysical
- void PopulateDebugMessenger CreateInfo(VkDebugUtilsMessenger CreateInfoEXT &createInfo)
- Extensions() - bool CheckDeviceExtension

Support(VkPhysicalDevice

void HasGflwRequiredInstance

SwapChainSupportDetails QuerySwapChainSupport (VkPhysicalDevice device)

VRE::VRE_DescriptorPool VkDescriptorPool mDescriptorPool

(VRE Device &device, uint32_t maxSets, VkDescriptor

-mDevice

PoolCreateFlags poolFlags, const std::vector< VkDescriptorPool Size > &poolSizes)

+ VRE_DescriptorPool

- + ~VRE_DescriptorPool() + VRE_DescriptorPool (const VRE_DescriptorPool
- &)=delete + VRE DescriptorPool
- & operator=(const VRE DescriptorPool &)=delete bool AllocateDescriptorSet
- (const VkDescriptorSetLayout descriptorSetLayout, VkDescriptorSet &descriptor) const void FreeDescriptors
- (std::vector< VkDescriptorSet &descriptors) const + void ResetPool()