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

-mWindow

+ const bool mEnableValidation

- Layers
 + VkPhysicalDeviceProperties
- mProperties
 VkInstance mInstance
- VkDebugUtilsMessengerEXT mDebugMessenger
- VkPhysicalDevice mPhysical Device
- VkCommandPool mCommandPoolVkDevice mVkDevice
- VKDevice III VKDevice
- VkSurfaceKHR mVkSurface
- VkQueue mGraphicsQueue
- VkQueue mPresentQueue
- const char * > mValidation Layers

const std::vector

- const std::vector
 const char * > mDeviceExtensions
- + 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 GetCommand Pool()
- + VkDevice GetVkDevice()+ VkPhysicalDevice GetPhysical
- Device()
 + VkSurfaceKHR Surface()
- void CreateInstance()

and 12 more...

- void SetupDebugMessenger()void CreateSurface()
- void PickPhysicalDevice()void CreateLogicalDevice()void CreateCommandPool()
- bool IsDeviceSuitable (VkPhysicalDevice device)
- std::vector< const char * > GetRequiredExtensions()
- bool CheckValidationLayer Support()
- QueueFamilyIndices FindQueueFamilies(VkPhysical
- Device device)
 void PopulateDebugMessenger
- CreateInfoEXT &createInfo)
 void HasGflwRequiredInstance
 Extensions()
- bool CheckDeviceExtension Support(VkPhysicalDevice device)

CreateInfo(VkDebugUtilsMessenger

- SwapChainSupportDetails
QuerySwapChainSupport
(VkPhysicalDevice device)

::Builder map

-mDevice

std::unordered_map < uint32_t, VkDescriptorSet

VRE::VRE_DescriptorSetLayout

- <unt32_t, VkDescriptorSet LayoutBinding > mBindings + Builder(VRE_Device
- + Builder & AddBinding (uint32_t binding, VkDescriptor Type descriptorType, VkShaderStageFlags
- stageFlags, uint32_t count=1)
- + std::unique_ptr< VRE __DescriptorSetLayout

> Build() const

&device)