

## VRE::Vertex

- + glm::vec3 mPosition
  - + glm::vec3 mColor
  - + glm::vec3 mNormal
  - + glm::vec2 mTexCoord0
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- + bool operator==(const Vertex &other) const
  - + static std::vector< VkVertexInputBindingDescription > GetBindingDesc()
  - + static std::vector< VkVertexInputAttributeDescription > GetAttributeDesc()