
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, VkSurfaceKHR *surface)
+ VkExtent2D GetExtent()
+ bool HasWindowResized()
+ void ResetWindowResizedFlag()
+ GLFWwindow * GetGLFWwindow () const
- void Init()
- static void FrameBufferResized Callback(GLFWwindow *window, int width, int height)
-mWindow
VRE::VRE_Device
+ const bool mEnableValidation Layers
+ VkPhysicalDeviceProperties mProperties
- VkInstance mInstance
- VkDebugUtilsMessengerEXT mDebugMessenger
- VkPhysicalDevice mPhysical Device
- VkCommandPool mCommandPool
- VkDevice mVkDevice
- VkSurfaceKHR mVkSurface
- VkQueue mGraphicsQueue
- VkQueue mPresentQueue
- const std::vector< const char * > mValidation Layers
- 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()
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 CheckValidationLayer Support()
- QueueFamilyIndices FindQueueFamilies(VkPhysical Device device)
- void PopulateDebugMessenger CreateInfo(VkDebugUtilsMessenger CreateInfoEXT &createInfo)
- void HasGflwRequiredInstance Extensions()
- bool CheckDeviceExtension Support(VkPhysicalDevice device)
- SwapChainSupportDetails QuerySwapChainSupport (VkPhysicalDevice device)
-mDevice
VRE::VRE_Pipeline
- VkPipeline mGraphicsPipeline
- VkShaderModule mVertShader Module
- VkShaderModule mFragShader Module
+ VRE_Pipeline(VRE_Device &device, const PipelineConfig Info &configInfo, const std ::string &vertShaderPath, const std::string &fragShaderPath)
+ ~VRE_Pipeline()
+ VRE_Pipeline(const VRE_Pipeline &)=delete
+ VRE_Pipeline & operator =(const VRE_Pipeline &) =delete
+ void Bind(VkCommandBuffer commandBuffer)
+ static void GetDefaultPipeline ConfigInfo(PipelineConfigInfo &configInfo)
- void CreateGraphicsPipeline (const PipelineConfigInfo &configInfo, const std::string &vertShaderPath, const std::string &fragShaderPath)
- void CreateShaderModule (const std::vector< char > &shaderCode, VkShaderModule *shaderModule)
- static std::vector < char > ReadFile(const std::string &filePath)