

## VRE::PipelineConfigInfo

- + std::vector< VkVertexInput BindingDescription > mBindingDescriptions
- + std::vector< VkVertexInput AttributeDescription > mAttributeDescriptions
- + VkPipelineViewportStateCreateInfo mViewportInfo
- + VkPipelineInputAssemblyStateCreateInfo mInputAssemblyInfo
- + VkPipelineRasterizationStateCreateInfo mRasterizationInfo
- + VkPipelineMultisampleStateCreateInfo mMultisampleInfo
- + VkPipelineColorBlendAttachmentState mColorBlendAttachment
- + VkPipelineColorBlendStateCreateInfo mColorBlendInfo
- + VkPipelineDepthStencilStateCreateInfo mDepthStencilInfo
- + std::vector< VkDynamicState > mDynamicStateEnables
- + VkPipelineDynamicStateCreateInfo mDynamicStateInfo
- + VkPipelineLayout mPipelineLayout
- + VkRenderPass mRenderPass
- + uint32\_t mSubpass
- + PipelineConfigInfo  
()=default
- + PipelineConfigInfo  
(const PipelineConfigInfo &)=delete
- + PipelineConfigInfo  
& operator=(const Pipeline ConfigInfo &)=delete