MNL::MnD3DDevice

- m_cpD3DDevice
- m_cpD3DDeviceContext

+ MnD3DDevice()
+ ~MnD3DDevice()
+ Init()
+ GetDevice()
+ GetDeviceContext()

-m_D3DDevice

MNL::MnRenderAPI

+ MnRenderAPI()
+ ~MnRenderAPI()
+ Init()
+ SetVertexBuffer()
+ SetVertexBuffer()
+ SetIndexBuffer()
+ SetIndexBuffer()
+ SetPrimitiveTopology()
+ SetInputLayout()
+ SetVertexShader()
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