MNL::MnGpuBuffer

m_bufferDesc
m_cpBuffer
m_numBuffers
m_bufferSize
m_isDynamic

+ MnGpuBuffer()
+ ~MnGpuBuffer()
+ Init()
+ MnGpuBuffer::Map()
+ Unmap()
+ UpdateBuffer()
+ GetBuffer()
+ GetBufferByteSize()
+ IsDynamic()