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MNL::MnGpuBuffer
# m_bufferDesc
# m cpBuffer
# m numBuffers
# m bufferSize
# m isDynamic
+ MnGpuBuffer()
+ ~MnGpuBuffer()
+ Init()
+ MnGpuBuffer::Map()
+ Unmap()
+ UpdateBuffer()
+ GetBuffer()
+ GetBufferByteSize()
+ IsDvnamic()
            -m buffer
MNL::MnConstantBuffer
- m index
- m belong
+ MnConstantBuffer()
+ ~MnConstantBuffer()
+ Init()
+ UpdateBuffer()
+ GetBuffer()
```

+ GetBufferByteSize()

+ GetIndex() + GetBelong()