MNL::MnGpuBuffer

m_bufferDesc
m_cpBuffer
m_numBuffers
m_bufferSize
m_isDynamic

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

-m_buffer

MNL::MnVertexBuffer

- m_stride
- m_bufferDesc
- m_isDynamic

+ MnVertexBuffer()
+ ~MnVertexBuffer()
+ Init()
+ UpdateBuffer()
+ GetBuffer()
+ IsDynamic()
+ GetStride()