```
MNL::MnVideoAdapter

    m adapterName

- m videoMemorySize

    m cpDXGIAdapter

- m desc

    m maxFeatureLevel

    m displayDevices

+ MnVideoAdapter()
+ ~MnVideoAdapter()
+ Init()
+ GetName()
+ GetMemorySize()
+ GetNumDisplays()
+ GetInterface()
```

+ GetMaxSupportedFeatureLevel()- InitMaxSupportedFeature

+ GetDisplayDevice()

Level()