

MNL::MnDisplayDevice

- m_displayModeDescs
- m_displayModes
- m_numDisplayModes
- m_cpDXGIOutput

- + MnDisplayDevice()
- + ~MnDisplayDevice()
- + Init()
- + GetInterface()
- + GetClosestMode()
- + IsSupportResolutionOf()
- + GetNumDisplayModes()