

MNL::MnCustomVertexType

- m_inputElements
- m_totalByteSize
- m_flags

- + MnCustomVertexType()
- + ~MnCustomVertexType()
- + AddInputElement()
- + AddInputElement()
- + GetElement()
- + TotalByteSize()
- + NumElements()
- + GetFlags()
- _SetFlag()
- _SetOptionalFlags()
- _SortInputElements()