MNL::MnRenderer

- m_shaderPaths
- m_constantBuffers
- m_spTextureCombination
- m_mapIndexToSlot
- m_numVsConstantBuffers
- m_numPsConstantBuffers

+ MnRenderer()
+ ~MnRenderer()
+ RenderMesh()
+ AddShaderPathInstance()
+ ApplyShaderPaths()
+ ApplyConstantBuffers()
+ GetNumConstantBuffers()
+ GetConstantBuffer()
+ UpdateConstantBuffer()
+ SetTextureCombination()
+ ApplyTextures()
# _AddConstantBuffer()
# _BindConstantBuffers()
# _ClearConstantBuffers()

MNL::MnMeshRenderer

+ MnMeshRenderer()
+ ~MnMeshRenderer()
+ Init()
+ SetWorldBuffer()
+ SetViewProjectionBuffer()
+ SetLightBuffer()
+ SetLightBuffer()
+ SetMaterial()
+ SetMaterial()
- _InitConstantBuffers()
- _InitWolrdBuffer()
- _InitViewProjectionBuffer()
- _InitLightBuffer()
- _InitMaterialBuffer()