MNL::MnRenderer

- m_shaderPaths
- m_constantBuffers
- m_spTextureCombination- m mapIndexToSlot
- m_numVsConstantBuffers
- m_numPsConstantBuffers
- . Ma Danalana a
- + MnRenderer() + ~MnRenderer()
- + RenderMesh()
- + AddShaderPathInstance()
- + ApplyShaderPaths()
- + ApplyConstantBuffers()
- + GetNumConstantBuffers()
- + GetConstantBuffer()
- + UpdateConstantBuffer()
- + SetTextureCombination()
- + ApplyTextures()
- #_AddConstantBuffer()
- #_BindConstantBuffers()
 # ClearConstantBuffers()

MNL::MnSkinnedMeshRenderer

- + MnSkinnedMeshRenderer()
- + ~MnSkinnedMeshRenderer()
- + Init()
- + SetWorldBuffer()
- + SetViewProjectionBuffer()
- + SetLightBuffer() + SetLightBuffer()
- + SetMaterial()
- + SetMaterial()
- + SetBonePalette()
- + SetBonePalette()
- _InitConstantBuffers()
- _InitWolrdBuffer()
- _InitViewProjectionBuffer()_InitLightBuffer()
- InitMaterialBuffer()
- _InitBonePaletteBuffer()