## 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()

## MNL::MnSkinnedMeshRenderer

- + MnSkinnedMeshRenderer()
- + ~MnSkinnedMeshRenderer()
- + Init()
- + SetWorldBuffer()
- + SetViewProjectionBuffer()
- + SetLightBuffer()
- + SetLightBuffer()
- + SetMaterial()
- + SetMaterial()
- + SetBonePalette()
- + SetBonePalette()
- InitConstantBuffers()
- InitWolrdBuffer()
- InitViewProjectionBuffer()
- InitLightBuffer()
- InitMaterialBuffer()
- InitBonePaletteBuffer()