MNL::MnCustomVertexType

- m_inputElements
- m_totalByteSize
- m_flags

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

MNL::MnMeshVertexType

+ MnMeshVertexType()
+ ~MnMeshVertexType()