EXTERN\_C const IID IID\_ID3D12CommandQueue;

#if defined(\_\_cplusplus) && !defined(CINTERFACE)

MIDL\_INTERFACE("0ec870a6-5d7e-4c22-8cfc-5baae07616ed")

ID3D12CommandQueue : public ID3D12Pageable

{

public:

virtual void STDMETHODCALLTYPE UpdateTileMappings(

\_In\_ ID3D12Resource \*pResource,

UINT NumResourceRegions,

\_In\_reads\_opt\_(NumResourceRegions) const D3D12\_TILED\_RESOURCE\_COORDINATE \*pResourceRegionStartCoordinates,

\_In\_reads\_opt\_(NumResourceRegions) const D3D12\_TILE\_REGION\_SIZE \*pResourceRegionSizes,

\_In\_opt\_ ID3D12Heap \*pHeap,

UINT NumRanges,

\_In\_reads\_opt\_(NumRanges) const D3D12\_TILE\_RANGE\_FLAGS \*pRangeFlags,

\_In\_reads\_opt\_(NumRanges) const UINT \*pHeapRangeStartOffsets,

\_In\_reads\_opt\_(NumRanges) const UINT \*pRangeTileCounts,

D3D12\_TILE\_MAPPING\_FLAGS Flags) = 0;

virtual void STDMETHODCALLTYPE CopyTileMappings(

\_In\_ ID3D12Resource \*pDstResource,

\_In\_ const D3D12\_TILED\_RESOURCE\_COORDINATE \*pDstRegionStartCoordinate,

\_In\_ ID3D12Resource \*pSrcResource,

\_In\_ const D3D12\_TILED\_RESOURCE\_COORDINATE \*pSrcRegionStartCoordinate,

\_In\_ const D3D12\_TILE\_REGION\_SIZE \*pRegionSize,

D3D12\_TILE\_MAPPING\_FLAGS Flags) = 0;

virtual void STDMETHODCALLTYPE ExecuteCommandLists(

\_In\_ UINT NumCommandLists,

\_In\_reads\_(NumCommandLists) ID3D12CommandList \*const \*ppCommandLists) = 0;

virtual void STDMETHODCALLTYPE SetMarker(

UINT Metadata,

\_In\_reads\_bytes\_opt\_(Size) const void \*pData,

UINT Size) = 0;

virtual void STDMETHODCALLTYPE BeginEvent(

UINT Metadata,

\_In\_reads\_bytes\_opt\_(Size) const void \*pData,

UINT Size) = 0;

virtual void STDMETHODCALLTYPE EndEvent( void) = 0;

virtual HRESULT STDMETHODCALLTYPE Signal(

ID3D12Fence \*pFence,

UINT64 Value) = 0;

virtual HRESULT STDMETHODCALLTYPE Wait(

ID3D12Fence \*pFence,

UINT64 Value) = 0;

virtual HRESULT STDMETHODCALLTYPE GetTimestampFrequency(

\_Out\_ UINT64 \*pFrequency) = 0;

virtual HRESULT STDMETHODCALLTYPE GetClockCalibration(

\_Out\_ UINT64 \*pGpuTimestamp,

\_Out\_ UINT64 \*pCpuTimestamp) = 0;

virtual D3D12\_COMMAND\_QUEUE\_DESC STDMETHODCALLTYPE GetDesc( void) = 0;

};