MIDL\_INTERFACE("8efb471d-616c-4f49-90f7-127bb763fa51")

ID3D12DescriptorHeap : public ID3D12Pageable

{

public:

virtual D3D12\_DESCRIPTOR\_HEAP\_DESC STDMETHODCALLTYPE GetDesc( void) = 0;

virtual D3D12\_CPU\_DESCRIPTOR\_HANDLE STDMETHODCALLTYPE GetCPUDescriptorHandleForHeapStart( void) = 0;

virtual D3D12\_GPU\_DESCRIPTOR\_HANDLE STDMETHODCALLTYPE GetGPUDescriptorHandleForHeapStart( void) = 0;

};