EXTERN\_C const IID IID\_ID3D12Resource;

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

MIDL\_INTERFACE("696442be-a72e-4059-bc79-5b5c98040fad")

ID3D12Resource : public ID3D12Pageable

{

public:

virtual HRESULT STDMETHODCALLTYPE Map(

UINT Subresource,

\_In\_opt\_ const D3D12\_RANGE \*pReadRange,

\_Outptr\_opt\_result\_bytebuffer\_(\_Inexpressible\_("Dependent on resource")) void \*\*ppData) = 0;

virtual void STDMETHODCALLTYPE Unmap(

UINT Subresource,

\_In\_opt\_ const D3D12\_RANGE \*pWrittenRange) = 0;

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

virtual D3D12\_GPU\_VIRTUAL\_ADDRESS STDMETHODCALLTYPE GetGPUVirtualAddress( void) = 0;

virtual HRESULT STDMETHODCALLTYPE WriteToSubresource(

UINT DstSubresource,

\_In\_opt\_ const D3D12\_BOX \*pDstBox,

\_In\_ const void \*pSrcData,

UINT SrcRowPitch,

UINT SrcDepthPitch) = 0;

virtual HRESULT STDMETHODCALLTYPE ReadFromSubresource(

\_Out\_ void \*pDstData,

UINT DstRowPitch,

UINT DstDepthPitch,

UINT SrcSubresource,

\_In\_opt\_ const D3D12\_BOX \*pSrcBox) = 0;

virtual HRESULT STDMETHODCALLTYPE GetHeapProperties(

\_Out\_opt\_ D3D12\_HEAP\_PROPERTIES \*pHeapProperties,

\_Out\_opt\_ D3D12\_HEAP\_FLAGS \*pHeapFlags) = 0;

};