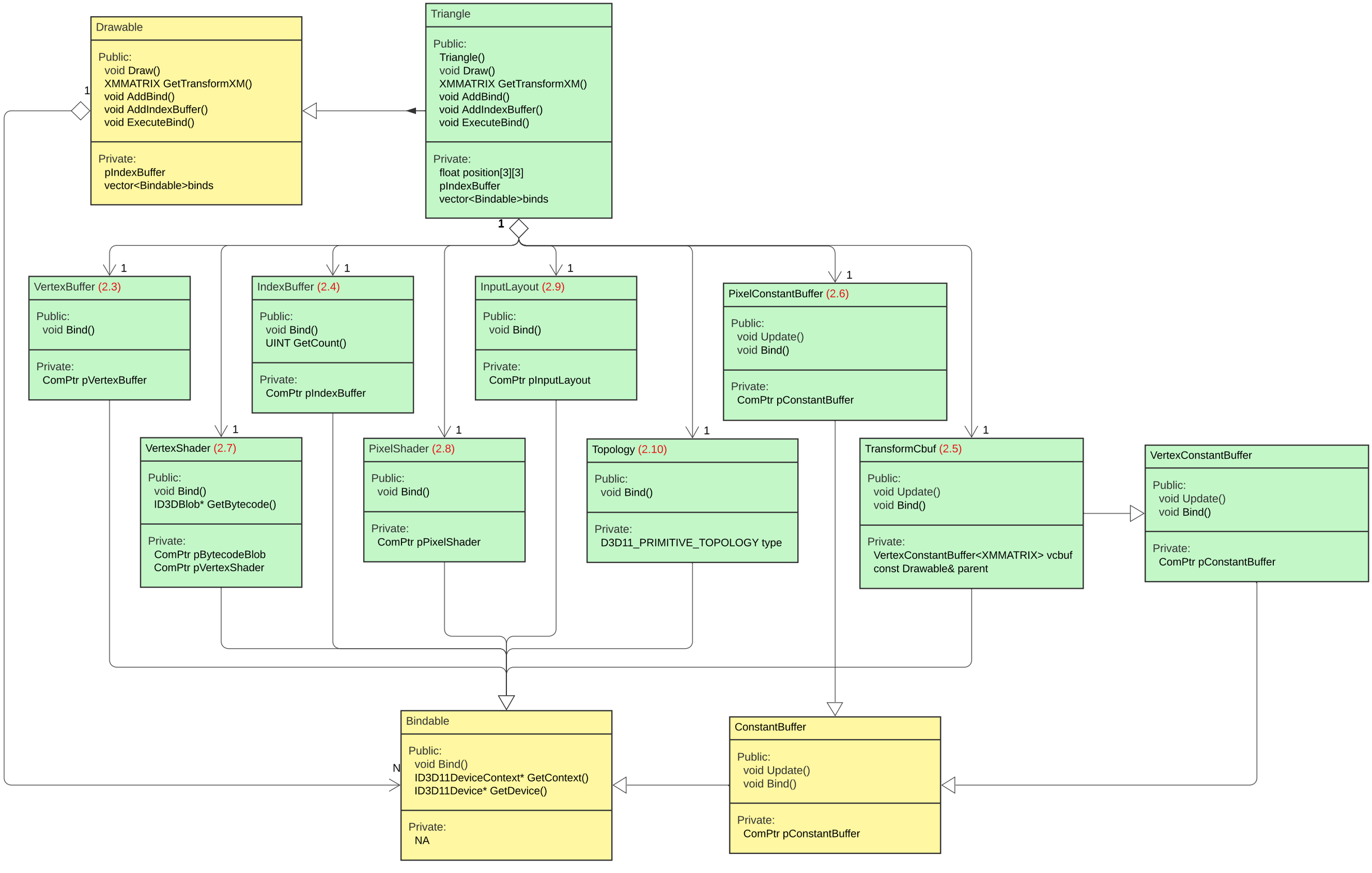
Drawable
Public:
void Draw()
XMMATRIX GetTransformXM()
void AddBind()
void AddIndexBuffer()
void ExecuteBind()
Private:
pIndexBuffer
vector<Bindable>binds
Triangle
Public:
Triangle()
void Draw()
XMMATRIX GetTransformXM()
void AddBind()
void AddIndexBuffer()
void ExecuteBind()
Private:
float position[3][3]
pIndexBuffer
vector<Bindable>binds
1
1
VertexBuffer (2.3)
Public:
void Bind()
Private:
ComPtr pVertexBuffer
IndexBuffer (2.4)
Public:
void Bind()
UINT GetCount()
Private:
ComPtr pIndexBuffer
InputLayout (2.9)
Public:
void Bind()
Private:
ComPtr pInputLayout
PixelConstantBuffer (2.6)
Public:
void Update()
void Bind()
Private:
ComPtr pConstantBuffer
VertexShader (2.7)
Public:
void Bind()
ID3DBlob* GetBytecode()
Private:
ComPtr pBytecodeBlob
ComPtr pVertexShader
PixelShader (2.8)
Public:
void Bind()
Private:
ComPtr pPixelShader
Topology (2.10)
Public:
void Bind()
Private:
D3D11_PRIMITIVE_TOPOLOGY type
TransformCbuf (2.5)
Public:
void Update()
void Bind()
Private:
VertexConstantBuffer<XMMATRIX> vcbuf
const Drawable& parent
VertexConstantBuffer
Public:
void Update()
void Bind()
Private:
ComPtr pConstantBuffer
N
Bindable
Public:
void Bind()
ID3D11DeviceContext* GetContext()
ID3D11Device* GetDevice()
Private:
NA
ConstantBuffer
Public:
void Update()
void Bind()
Private:
ComPtr pConstantBuffer