

LLGL

0.01 Beta

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Chapter 1

LLGL 0.01 Beta Documentation

LLGL (Low Level Graphics Library)

Overview

- **Version:** 0.01 Beta
- **License:** 3-Clause BSD License

Progress

- **OpenGL Renderer:** ~85% done
- **Direct3D 11 Renderer:** ~85% done
- **Direct3D 12 Renderer:** ~5% done
- **Vulkan Renderer:** not started yet

Getting Started

```
#include <LLGL/LLGL.h>

int main()
{
    // Create a window to render into
    LLGL::WindowDescriptor windowDesc;

    windowDesc.title    = L"LLGL Example";
    windowDesc.visible  = true;
    windowDesc.centered = true;
    windowDesc.width    = 640;
    windowDesc.height   = 480;

    auto window = LLGL::Window::Create(windowDesc);

    // Add keyboard/mouse event listener
    auto input = std::make_shared<LLGL::Input>();
    window->AddEventListener(input);

    //TO BE CONTINUED ...

    // Main loop
    while (window->ProcessEvents() && !input->KeyPressed(LLGL::Key::Escape))
    {
        // Draw with OpenGL, or Direct3D, or Vulkan, or whatever ...
    }

    return 0;
}
```

Thin Abstraction Layer

```
// Interface:
CommandBuffer::DrawIndexed(unsigned int numVertices, unsigned int firstIndex);

// OpenGL Implementation:
void GLCommandBuffer::DrawIndexed(unsigned int numVertices, unsigned int firstIndex)
{
    glDrawElements(
        renderState_.drawMode,
        static_cast<GLsizei>(numVertices),
        renderState_.indexBufferDataType,
        (reinterpret_cast<const GLvoid*>(firstIndex * renderState_.indexBufferStride))
    );
}

// Direct3D 11 Implementation
void D3D11CommandBuffer::DrawIndexed(unsigned int numVertices, unsigned int firstIndex)
{
    context_>DrawIndexed(numVertices, 0, firstIndex);
}

// Direct3D 12 Implementation
void D3D12CommandBuffer::DrawIndexed(unsigned int numVertices, unsigned int firstIndex)
{
    commandList_>DrawIndexedInstanced(numVertices, 1, firstIndex, 0, 0);
}

// Vulkan Implementation
void VKCommandBuffer::DrawIndexed(unsigned int numVertices, unsigned int firstIndex)
{
    vkCmdDrawIndexed(commandBuffer_, numVertices, 1, firstIndex, 0, 0);
}
```

Chapter 2

Module Index

2.1 Modules

Here is a list of all modules:

Global utility functions, especially to fill descriptor structures. [15](#)

Chapter 3

Namespace Index

3.1 Namespace List

Here is a list of all namespaces with brief descriptions:

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Hierarchical Index

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File Index

6.1 File List

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Chapter 7

Module Documentation

7.1 Global utility functions, especially to fill descriptor structures.

Functions

- `LLGL_EXPORT TextureDescriptor LLGL::Texture1DDesc` (TextureFormat format, unsigned int width)
Returns a `TextureDescriptor` structure with the `TextureType::Texture1D` type.
- `LLGL_EXPORT TextureDescriptor LLGL::Texture2DDesc` (TextureFormat format, unsigned int width, unsigned int height)
Returns a `TextureDescriptor` structure with the `TextureType::Texture2D` type.
- `LLGL_EXPORT TextureDescriptor LLGL::Texture3DDesc` (TextureFormat format, unsigned int width, unsigned int height, unsigned int depth)
Returns a `TextureDescriptor` structure with the `TextureType::Texture3D` type.
- `LLGL_EXPORT TextureDescriptor LLGL::TextureCubeDesc` (TextureFormat format, unsigned int width, unsigned int height)
Returns a `TextureDescriptor` structure with the `TextureType::TextureCube` type.
- `LLGL_EXPORT TextureDescriptor LLGL::Texture1DArrayDesc` (TextureFormat format, unsigned int width, unsigned int layers)
Returns a `TextureDescriptor` structure with the `TextureType::Texture1DArray` type.
- `LLGL_EXPORT TextureDescriptor LLGL::Texture2DArrayDesc` (TextureFormat format, unsigned int width, unsigned int height, unsigned int layers)
Returns a `TextureDescriptor` structure with the `TextureType::Texture2DArray` type.
- `LLGL_EXPORT TextureDescriptor LLGL::TextureCubeArrayDesc` (TextureFormat format, unsigned int width, unsigned int height, unsigned int layers)
Returns a `TextureDescriptor` structure with the `TextureType::TextureCubeArray` type.
- `LLGL_EXPORT TextureDescriptor LLGL::Texture2DMSDesc` (TextureFormat format, unsigned int width, unsigned int height, unsigned int samples, bool fixedSamples=true)
Returns a `TextureDescriptor` structure with the `TextureType::Texture2DMS` type.
- `LLGL_EXPORT TextureDescriptor LLGL::Texture2DMSArrayDesc` (TextureFormat format, unsigned int width, unsigned int height, unsigned int layers, unsigned int samples, bool fixedSamples=true)
Returns a `TextureDescriptor` structure with the `TextureType::Texture2DMSArray` type.
- `LLGL_EXPORT BufferDescriptor LLGL::VertexBufferDesc` (unsigned int size, const VertexFormat &vertexFormat, long flags=0)
Returns a `BufferDescriptor` structure for a vertex buffer.
- `LLGL_EXPORT BufferDescriptor LLGL::IndexBufferDesc` (unsigned int size, const IndexFormat &indexFormat, long flags=0)
Returns a `BufferDescriptor` structure for an index buffer.

- **LLGL_EXPORT** BufferDescriptor **LLGL::ConstantBufferDesc** (unsigned int size, long flags=BufferFlags::DynamicUsage)
Returns a [BufferDescriptor](#) structure for a constant buffer.
- **LLGL_EXPORT** BufferDescriptor **LLGL::StorageBufferDesc** (unsigned int size, const StorageBufferType storageType, unsigned int stride, long flags=BufferFlags::MapReadAccess|BufferFlags::MapWriteAccess)
Returns a [BufferDescriptor](#) structure for a storage buffer.

7.1.1 Detailed Description

7.1.2 Function Documentation

7.1.2.1 **LLGL_EXPORT** BufferDescriptor **LLGL::ConstantBufferDesc** (unsigned int size, long flags = BufferFlags::DynamicUsage)

Returns a [BufferDescriptor](#) structure for a constant buffer.

7.1.2.2 **LLGL_EXPORT** BufferDescriptor **LLGL::IndexBufferDesc** (unsigned int size, const IndexFormat & indexFormat, long flags = 0)

Returns a [BufferDescriptor](#) structure for an index buffer.

7.1.2.3 **LLGL_EXPORT** BufferDescriptor **LLGL::StorageBufferDesc** (unsigned int size, const StorageBufferType storageType, unsigned int stride, long flags = BufferFlags::MapReadAccess|BufferFlags::MapWriteAccess)

Returns a [BufferDescriptor](#) structure for a storage buffer.

7.1.2.4 **LLGL_EXPORT** TextureDescriptor **LLGL::Texture1DArrayDesc** (TextureFormat format, unsigned int width, unsigned int layers)

Returns a [TextureDescriptor](#) structure with the [TextureType::Texture1DArray](#) type.

7.1.2.5 **LLGL_EXPORT** TextureDescriptor **LLGL::Texture1DDesc** (TextureFormat format, unsigned int width)

Returns a [TextureDescriptor](#) structure with the [TextureType::Texture1D](#) type.

7.1.2.6 **LLGL_EXPORT** TextureDescriptor **LLGL::Texture2DArrayDesc** (TextureFormat format, unsigned int width, unsigned int height, unsigned int layers)

Returns a [TextureDescriptor](#) structure with the [TextureType::Texture2DArray](#) type.

7.1.2.7 **LLGL_EXPORT** TextureDescriptor **LLGL::Texture2DDesc** (TextureFormat format, unsigned int width, unsigned int height)

Returns a [TextureDescriptor](#) structure with the [TextureType::Texture2D](#) type.

7.1.2.8 **LLGL_EXPORT** TextureDescriptor LLGL::Texture2DMSArrayDesc (TextureFormat *format*, unsigned int *width*, unsigned int *height*, unsigned int *layers*, unsigned int *samples*, bool *fixedSamples* = true)

Returns a [TextureDescriptor](#) structure with the [TextureType::Texture2DMSArray](#) type.

7.1.2.9 **LLGL_EXPORT** TextureDescriptor LLGL::Texture2DMSDesc (TextureFormat *format*, unsigned int *width*, unsigned int *height*, unsigned int *samples*, bool *fixedSamples* = true)

Returns a [TextureDescriptor](#) structure with the [TextureType::Texture2DMS](#) type.

7.1.2.10 **LLGL_EXPORT** TextureDescriptor LLGL::Texture3DDesc (TextureFormat *format*, unsigned int *width*, unsigned int *height*, unsigned int *depth*)

Returns a [TextureDescriptor](#) structure with the [TextureType::Texture3D](#) type.

7.1.2.11 **LLGL_EXPORT** TextureDescriptor LLGL::TextureCubeArrayDesc (TextureFormat *format*, unsigned int *width*, unsigned int *height*, unsigned int *layers*)

Returns a [TextureDescriptor](#) structure with the [TextureType::TextureCubeArray](#) type.

7.1.2.12 **LLGL_EXPORT** TextureDescriptor LLGL::TextureCubeDesc (TextureFormat *format*, unsigned int *width*, unsigned int *height*)

Returns a [TextureDescriptor](#) structure with the [TextureType::TextureCube](#) type.

7.1.2.13 **LLGL_EXPORT** BufferDescriptor LLGL::VertexBufferDesc (unsigned int *size*, const VertexFormat & *vertexFormat*, long *flags* = 0)

Returns a [BufferDescriptor](#) structure for a vertex buffer.

Chapter 8

Namespace Documentation

8.1 LLGL Namespace Reference

Namespaces

- [Desktop](#)
- [Log](#)
- [Version](#)

Classes

- struct [BlendDescriptor](#)
Blending state descriptor structure.
- struct [BlendTargetDescriptor](#)
Blend target state descriptor structure.
- class [Buffer](#)
Hardware buffer interface.
- class [BufferArray](#)
Array of hardware buffers interface.
- struct [BufferDescriptor](#)
Hardware buffer descriptor structure.
- struct [BufferFlags](#)
Buffer flags enumeration.
- struct [ClearBuffersFlags](#)
Render context clear buffer flags.
- class [Color](#)
Base color class with N components.
- class [Color< T, 3u >](#)
RGB color class with components: r, g, and b.
- class [Color< T, 4u >](#)
RGBA color class with components: r, g, b, and a.
- class [CommandBuffer](#)
Command buffer interface.
- class [ComputePipeline](#)
Compute pipeline interface.

- struct [ComputePipelineDescriptor](#)
Compute pipeline descriptor structure.
- struct [ConstantBufferViewDescriptor](#)
Constant buffer shader-view descriptor structure.
- struct [DepthDescriptor](#)
Depth state descriptor structure.
- union [GraphicsAPIDependentStateDescriptor](#)
Low-level graphics API dependent state descriptor union.
- class [GraphicsPipeline](#)
Graphics pipeline interface.
- struct [GraphicsPipelineDescriptor](#)
Graphics pipeline descriptor structure.
- struct [ImageDescriptor](#)
Image descriptor structure.
- class [IndexFormat](#)
- class [Input](#)
- struct [MultiSamplingDescriptor](#)
Multi-sampling descriptor structure.
- struct [NativeContextHandle](#)
Linux native context handle structure.
- struct [NativeHandle](#)
Linux native handle structure.
- struct [ProfileOpenGLDescriptor](#)
OpenGL profile descriptor structure.
- class [Query](#)
Query interface.
- struct [QueryDescriptor](#)
Query descriptor structure.
- struct [RasterizerDescriptor](#)
Rasterizer state descriptor structure.
- class [RenderContext](#)
Render context interface.
- struct [RenderContextDescriptor](#)
Render context descriptor structure.
- struct [RendererID](#)
Renderer identification number enumeration.
- struct [RendererInfo](#)
Renderer basic information structure.
- struct [RenderingCaps](#)
Rendering capabilities structure.
- class [RenderingDebugger](#)
Rendering debugger interface.
- class [RenderingProfiler](#)
Rendering profiler model class.
- class [RenderSystem](#)
Render system interface.
- struct [RenderSystemConfiguration](#)
Render system configuration structure.
- class [RenderTarget](#)
Render target interface.
- struct [RenderTargetAttachmentDescriptor](#)

- Render target attachment descriptor structure.*
- class [Sampler](#)
 - [Sampler](#) interface.*
- struct [SamplerDescriptor](#)
 - [Texture](#) sampler descriptor structure.*
- struct [Scissor](#)
 - [Scissor](#) dimensions.*
- class [Shader](#)
 - [Shader](#) interface.*
- struct [ShaderCompileFlags](#)
 - [Shader](#) compilation flags enumeration.*
- struct [ShaderDisassembleFlags](#)
 - [Shader](#) disassemble flags enumeration.*
- class [ShaderProgram](#)
 - [Shader](#) program interface.*
- struct [ShaderSource](#)
 - [Shader](#) source code structure.*
- struct [ShaderStageFlags](#)
 - [Shader](#) stage flags.*
- class [ShaderUniform](#)
 - [Shader](#) uniform setter interface.*
- struct [StencilDescriptor](#)
 - Stencil state descriptor structure.*
- struct [StencilFaceDescriptor](#)
 - Stencil face descriptor structure.*
- struct [StorageBufferViewDescriptor](#)
 - Storage buffer shader-view descriptor structure.*
- struct [StreamOutputAttribute](#)
 - Stream-output attribute structure.*
- struct [StreamOutputFormat](#)
 - Stream-output format descriptor structure.*
- struct [SubTextureDescriptor](#)
 - Sub-texture descriptor structure.*
- class [Texture](#)
 - [Texture](#) interface.*
- class [TextureArray](#)
 - Array of textures interface.*
- struct [TextureDescriptor](#)
 - [Texture](#) descriptor structure.*
- class [Timer](#)
- struct [UniformDescriptor](#)
 - [Shader](#) uniform descriptor structure.*
- struct [VertexAttribute](#)
 - Vertex attribute structure.*
- struct [VertexFormat](#)
 - Vertex format descriptor structure.*
- struct [VideoAdapterDescriptor](#)
 - Video adapter descriptor structure.*
- struct [VideoDisplayMode](#)
 - Video display mode structure.*
- struct [VideoModeDescriptor](#)

- *Video mode descriptor structure.*
- struct [VideoOutput](#)
Video output structure.
- struct [Viewport](#)
Viewport dimensions.
- struct [VsyncDescriptor](#)
Vertical-synchronization (Vsync) descriptor structure.
- class [Window](#)
- struct [WindowDescriptor](#)
Window descriptor structure.

Typedefs

- template<typename T >
using [ColorRGBT](#) = [Color](#)< T, 3 >
- using [ColorRGB](#) = [ColorRGBT](#)< Gs::Real >
- using [ColorRGBb](#) = [ColorRGBT](#)< bool >
- using [ColorRGBf](#) = [ColorRGBT](#)< float >
- using [ColorRGBd](#) = [ColorRGBT](#)< double >
- using [ColorRGBub](#) = [ColorRGBT](#)< unsigned char >
- template<typename T >
using [ColorRGBAT](#) = [Color](#)< T, 4 >
- using [ColorRGBA](#) = [ColorRGBAT](#)< Gs::Real >
- using [ColorRGBAb](#) = [ColorRGBAT](#)< bool >
- using [ColorRGBAf](#) = [ColorRGBAT](#)< float >
- using [ColorRGBAd](#) = [ColorRGBAT](#)< double >
- using [ColorRGBAub](#) = [ColorRGBAT](#)< unsigned char >
- using [ByteBuffer](#) = std::unique_ptr< char[]>
Common byte buffer type.
- using [DebugCallback](#) = std::function< void(const std::string &type, const std::string &message)>
Debug callback function interface.
- using [Point](#) = Gs::Vector2i
2D point (integer)
- using [Size](#) = Gs::Vector2i
2D size (integer)

Enumerations

- enum [BufferType](#) {
[BufferType::Vertex](#), [BufferType::Index](#), [BufferType::Constant](#), [BufferType::Storage](#),
[BufferType::StreamOutput](#) }
Hardware buffer type enumeration.
- enum [StorageBufferType](#) {
[StorageBufferType::Buffer](#), [StorageBufferType::StructuredBuffer](#), [StorageBufferType::ByteAddressBuffer](#),
[StorageBufferType::RWBuffer](#),
[StorageBufferType::RWStructuredBuffer](#), [StorageBufferType::RWByteAddressBuffer](#), [StorageBufferType::AppendStructuredBuffer](#), [StorageBufferType::ConsumeStructuredBuffer](#) }
Storage buffer type enumeration.
- enum [BufferCPUAccess](#) { [BufferCPUAccess::ReadOnly](#), [BufferCPUAccess::WriteOnly](#), [BufferCPUAccess::ReadWrite](#) }
Hardware buffer CPU access enumeration.

- enum `DataType` {
`DataType::Int8, DataType::UInt8, DataType::Int16, DataType::UInt16,`
`DataType::Int32, DataType::UInt32, DataType::Float, DataType::Double` }
Renderer data types enumeration.
- enum `VectorType` {
`VectorType::Float, VectorType::Float2, VectorType::Float3, VectorType::Float4,`
`VectorType::Double, VectorType::Double2, VectorType::Double3, VectorType::Double4,`
`VectorType::Int, VectorType::Int2, VectorType::Int3, VectorType::Int4,`
`VectorType::UInt, VectorType::UInt2, VectorType::UInt3, VectorType::UInt4` }
Renderer vector types enumeration.
- enum `PrimitiveType` { `PrimitiveType::Points, PrimitiveType::Lines, PrimitiveType::Triangles` }
Primitive type enumeration.
- enum `PrimitiveTopology` {
`PrimitiveTopology::PointList, PrimitiveTopology::LineList, PrimitiveTopology::LineStrip, PrimitiveTopology::LineLoop,`
`PrimitiveTopology::LineListAdjacency, PrimitiveTopology::LineStripAdjacency, PrimitiveTopology::TriangleList,`
`PrimitiveTopology::TriangleStrip, PrimitiveTopology::TriangleFan, PrimitiveTopology::TriangleListAdjacency, PrimitiveTopology::TriangleStripAdjacency,`
`PrimitiveTopology::Patches1, PrimitiveTopology::Patches2, PrimitiveTopology::Patches3, PrimitiveTopology::Patches4, PrimitiveTopology::Patches5,`
`PrimitiveTopology::Patches6, PrimitiveTopology::Patches7, PrimitiveTopology::Patches8, PrimitiveTopology::Patches9,`
`PrimitiveTopology::Patches10, PrimitiveTopology::Patches11, PrimitiveTopology::Patches12, PrimitiveTopology::Patches13,`
`PrimitiveTopology::Patches14, PrimitiveTopology::Patches15, PrimitiveTopology::Patches16, PrimitiveTopology::Patches17,`
`PrimitiveTopology::Patches18, PrimitiveTopology::Patches19, PrimitiveTopology::Patches20, PrimitiveTopology::Patches21,`
`PrimitiveTopology::Patches22, PrimitiveTopology::Patches23, PrimitiveTopology::Patches24, PrimitiveTopology::Patches25,`
`PrimitiveTopology::Patches26, PrimitiveTopology::Patches27, PrimitiveTopology::Patches28, PrimitiveTopology::Patches29,`
`PrimitiveTopology::Patches30, PrimitiveTopology::Patches31, PrimitiveTopology::Patches32` }
Primitive topology enumeration.
- enum `CompareOp` {
`CompareOp::Never, CompareOp::Less, CompareOp::Equal, CompareOp::LessEqual,`
`CompareOp::Greater, CompareOp::NotEqual, CompareOp::GreaterEqual, CompareOp::Ever` }
Compare operations enumeration.
- enum `StencilOp` {
`StencilOp::Keep, StencilOp::Zero, StencilOp::Replace, StencilOp::IncClamp,`
`StencilOp::DecClamp, StencilOp::Invert, StencilOp::IncWrap, StencilOp::DecWrap` }
Stencil operations enumeration.
- enum `BlendOp` {
`BlendOp::Zero, BlendOp::One, BlendOp::SrcColor, BlendOp::InvSrcColor,`
`BlendOp::SrcAlpha, BlendOp::InvSrcAlpha, BlendOp::DestColor, BlendOp::InvDestColor,`
`BlendOp::DestAlpha, BlendOp::InvDestAlpha, BlendOp::SrcAlphaSaturate, BlendOp::BlendFactor,`
`BlendOp::InvBlendFactor, BlendOp::Src1Color, BlendOp::InvSrc1Color, BlendOp::Src1Alpha, BlendOp::InvSrc1Alpha` }
Blending operations enumeration.
- enum `BlendArithmetic` {
`BlendArithmetic::Add, BlendArithmetic::Subtract, BlendArithmetic::RevSubtract, BlendArithmetic::Min,`
`BlendArithmetic::Max` }
Blending arithmetic operations enumeration.
- enum `PolygonMode` { `PolygonMode::Fill, PolygonMode::Wireframe, PolygonMode::Points` }
Polygon filling modes enumeration.

- enum `CullMode` { `CullMode::Disabled`, `CullMode::Front`, `CullMode::Back` }

Polygon culling modes enumeration.

- enum `ImageFormat` {
`ImageFormat::R`, `ImageFormat::RG`, `ImageFormat::RGB`, `ImageFormat::BGR`,
`ImageFormat::RGBA`, `ImageFormat::BGRA`, `ImageFormat::Depth`, `ImageFormat::DepthStencil`,
`ImageFormat::CompressedRGB`, `ImageFormat::CompressedRGBA` }

Image format used to write texture data.

- enum `Key` {
`Key::LButton`, `Key::RButton`, `Key::Cancel`, `Key::MButton`,
`Key::XButton1`, `Key::XButton2`, `Key::Back`, `Key::Tab`,
`Key::Clear`, `Key::Return`, `Key::Shift`, `Key::Control`,
`Key::Menu`, `Key::Pause`, `Key::Capital`, `Key::Escape`,
`Key::Space`, `Key::PageUp`, `Key::PageDown`, `Key::End`,
`Key::Home`, `Key::Left`, `Key::Up`, `Key::Right`,
`Key::Down`, `Key::Select`, `Key::Print`, `Key::Exe`,
`Key::Snapshot`, `Key::Insert`, `Key::Delete`, `Key::Help`,
`Key::D0`, `Key::D1`, `Key::D2`, `Key::D3`,
`Key::D4`, `Key::D5`, `Key::D6`, `Key::D7`,
`Key::D8`, `Key::D9`, `Key::A`, `Key::B`,
`Key::C`, `Key::D`, `Key::E`, `Key::F`,
`Key::G`, `Key::H`, `Key::I`, `Key::J`,
`Key::K`, `Key::L`, `Key::M`, `Key::N`,
`Key::O`, `Key::P`, `Key::Q`, `Key::R`,
`Key::S`, `Key::T`, `Key::U`, `Key::V`,
`Key::W`, `Key::X`, `Key::Y`, `Key::Z`,
`Key::LWin`, `Key::RWin`, `Key::Apps`, `Key::Sleep`,
`Key::Keypad0`, `Key::Keypad1`, `Key::Keypad2`, `Key::Keypad3`,
`Key::Keypad4`, `Key::Keypad5`, `Key::Keypad6`, `Key::Keypad7`,
`Key::Keypad8`, `Key::Keypad9`, `Key::KeypadMultiply`, `Key::KeypadPlus`,
`Key::KeypadSeparator`, `Key::KeypadMinus`, `Key::KeypadDecimal`, `Key::KeypadDivide`,
`Key::F1`, `Key::F2`, `Key::F3`, `Key::F4`,
`Key::F5`, `Key::F6`, `Key::F7`, `Key::F8`,
`Key::F9`, `Key::F10`, `Key::F11`, `Key::F12`,
`Key::F13`, `Key::F14`, `Key::F15`, `Key::F16`,
`Key::F17`, `Key::F18`, `Key::F19`, `Key::F20`,
`Key::F21`, `Key::F22`, `Key::F23`, `Key::F24`,
`Key::NumLock`, `Key::ScrollLock`, `Key::LShift`, `Key::RShift`,
`Key::LControl`, `Key::RControl`, `Key::LMenu`, `Key::RMenu`,
`Key::BrowserBack`, `Key::BrowserForward`, `Key::BrowserRefresh`, `Key::BrowserStop`,
`Key::BrowserSearch`, `Key::BrowserFavorites`, `Key::BrowserHome`, `Key::VolumeMute`,
`Key::VolumeDown`, `Key::VolumeUp`, `Key::MediaNextTrack`, `Key::MediaPrevTrack`,
`Key::MediaStop`, `Key::MediaPlayPause`, `Key::LaunchMail`, `Key::LaunchMediaSelect`,
`Key::LaunchApp1`, `Key::LaunchApp2`, `Key::Plus`, `Key::Comma`,
`Key::Minus`, `Key::Period`, `Key::Exponent`, `Key::Attn`,
`Key::CrSel`, `Key::ExSel`, `Key::ErEOF`, `Key::Play`,
`Key::Zoom`, `Key::NoName`, `Key::PA1`, `Key::OEMClear` }

Input key codes.

- enum `QueryType` {
`QueryType::SamplesPassed`, `QueryType::AnySamplesPassed`, `QueryType::AnySamplesPassedConservative`,
`QueryType::PrimitivesGenerated`,
`QueryType::TimeElapsed`, `QueryType::StreamOutPrimitivesWritten`, `QueryType::StreamOutOverflow`,
`QueryType::VerticesSubmitted`,
`QueryType::PrimitivesSubmitted`, `QueryType::VertexShaderInvocations`, `QueryType::TessControlShader↵`
`Invocations`, `QueryType::TessEvaluationShaderInvocations`,
`QueryType::GeometryShaderInvocations`, `QueryType::FragmentShaderInvocations`, `QueryType::Compute↵`
`ShaderInvocations`, `QueryType::GeometryPrimitivesGenerated`,
`QueryType::ClippingInputPrimitives`, `QueryType::ClippingOutputPrimitives` }

Query type enumeration.

- enum `OpenGLVersion` {
`OpenGLVersion::OpenGL_Latest` = 0, `OpenGLVersion::OpenGL_1_0` = 100, `OpenGLVersion::OpenGL_1_1` = 110, `OpenGLVersion::OpenGL_1_2` = 120,
`OpenGLVersion::OpenGL_1_3` = 130, `OpenGLVersion::OpenGL_1_4` = 140, `OpenGLVersion::OpenGL_1_5` = 150, `OpenGLVersion::OpenGL_2_0` = 200,
`OpenGLVersion::OpenGL_2_1` = 210, `OpenGLVersion::OpenGL_3_0` = 300, `OpenGLVersion::OpenGL_3_1` = 310, `OpenGLVersion::OpenGL_3_2` = 320,
`OpenGLVersion::OpenGL_3_3` = 330, `OpenGLVersion::OpenGL_4_0` = 400, `OpenGLVersion::OpenGL_4_1` = 410, `OpenGLVersion::OpenGL_4_2` = 420,
`OpenGLVersion::OpenGL_4_3` = 430, `OpenGLVersion::OpenGL_4_4` = 440, `OpenGLVersion::OpenGL_4_5` = 450 }
- enum `SwapChainMode` { `SwapChainMode::SingleBuffering` = 1, `SwapChainMode::DoubleBuffering` = 2, `SwapChainMode::TripleBuffering` = 3 }

Swap chain mode enumeration.

- enum `RenderConditionMode` {
`RenderConditionMode::Wait`, `RenderConditionMode::NoWait`, `RenderConditionMode::ByRegionWait`,
`RenderConditionMode::ByRegionNoWait`,
`RenderConditionMode::WaitInverted`, `RenderConditionMode::NoWaitInverted`, `RenderConditionMode::ByRegionWaitInverted`, `RenderConditionMode::ByRegionNoWaitInverted` }

Render condition mode enumeration.

- enum `LogicOp` {
`LogicOp::Keep`, `LogicOp::Disabled`, `LogicOp::Clear`, `LogicOp::Set`,
`LogicOp::Copy`, `LogicOp::InvertedCopy`, `LogicOp::Noop`, `LogicOp::Invert`,
`LogicOp::AND`, `LogicOp::NAND`, `LogicOp::OR`, `LogicOp::NOR`,
`LogicOp::XOR`, `LogicOp::Equiv`, `LogicOp::ReverseAND`, `LogicOp::InvertedAND`,
`LogicOp::ReverseOR`, `LogicOp::InvertedOR` }

Logical pixel operation enumeration.

- enum `ErrorType` { `ErrorType::InvalidArgument`, `ErrorType::InvalidState`, `ErrorType::UnsupportedFeature` }

Rendering debugger error types enumeration.

- enum `WarningType` { `WarningType::ImproperArgument`, `WarningType::ImproperState`, `WarningType::PointlessOperation` }
- enum `ShadingLanguage` {
`ShadingLanguage::Unsupported` = 0, `ShadingLanguage::GLSL_110` = 110, `ShadingLanguage::GLSL_120` = 120, `ShadingLanguage::GLSL_130` = 130,
`ShadingLanguage::GLSL_140` = 140, `ShadingLanguage::GLSL_150` = 150, `ShadingLanguage::GLSL_330` = 330, `ShadingLanguage::GLSL_400` = 400,
`ShadingLanguage::GLSL_410` = 410, `ShadingLanguage::GLSL_420` = 420, `ShadingLanguage::GLSL_430` = 430, `ShadingLanguage::GLSL_440` = 440,
`ShadingLanguage::GLSL_450` = 450, `ShadingLanguage::HLSL_2_0` = 100200, `ShadingLanguage::HLSL_2_0a` = 100201, `ShadingLanguage::HLSL_2_0b` = 100202,
`ShadingLanguage::HLSL_3_0` = 100300, `ShadingLanguage::HLSL_4_0` = 100400, `ShadingLanguage::HLSL_4_1` = 100410, `ShadingLanguage::HLSL_5_0` = 100500 }

Shading language version enumeration.

- enum `ScreenOrigin` { `ScreenOrigin::LowerLeft`, `ScreenOrigin::UpperLeft` }

Screen coordinate system origin enumeration.

- enum `ClippingRange` { `ClippingRange::MinusOneToOne`, `ClippingRange::ZeroToOne` }

Clipping depth range enumeration.

- enum `TextureWrap` {
`TextureWrap::Repeat`, `TextureWrap::Mirror`, `TextureWrap::Clamp`, `TextureWrap::Border`,
`TextureWrap::MirrorOnce` }

Texture coordinate wrap enumeration.

- enum `TextureFilter` { `TextureFilter::Nearest`, `TextureFilter::Linear` }

Texture sampling filter enumeration.

- enum `ShaderType` {
`ShaderType::Vertex`, `ShaderType::TessControl`, `ShaderType::TessEvaluation`, `ShaderType::Geometry`,
`ShaderType::Fragment`, `ShaderType::Compute` }
Shader type enumeration.
- enum `UniformType` {
`UniformType::Float`, `UniformType::Float2`, `UniformType::Float3`, `UniformType::Float4`,
`UniformType::Double`, `UniformType::Double2`, `UniformType::Double3`, `UniformType::Double4`,
`UniformType::Int`, `UniformType::Int2`, `UniformType::Int3`, `UniformType::Int4`,
`UniformType::Float2x2`, `UniformType::Float3x3`, `UniformType::Float4x4`, `UniformType::Double2x2`,
`UniformType::Double3x3`, `UniformType::Double4x4`, `UniformType::Sampler1D`, `UniformType::Sampler2D`,
`UniformType::Sampler3D`, `UniformType::SamplerCube` }
Shader uniform type enumeration.
- enum `TextureType` {
`TextureType::Texture1D`, `TextureType::Texture2D`, `TextureType::Texture3D`, `TextureType::TextureCube`,
`TextureType::Texture1DArray`, `TextureType::Texture2DArray`, `TextureType::TextureCubeArray`, `TextureType::Texture2DMS`,
`TextureType::Texture2DMSArray` }
Texture type enumeration.
- enum `TextureFormat` {
`TextureFormat::Unknown`, `TextureFormat::DepthComponent`, `TextureFormat::DepthStencil`, `TextureFormat::R`,
`TextureFormat::RG`, `TextureFormat::RGB`, `TextureFormat::RGBA`, `TextureFormat::R8`,
`TextureFormat::R8Sgn`, `TextureFormat::R16`, `TextureFormat::R16Sgn`, `TextureFormat::R16Float`,
`TextureFormat::R32UInt`, `TextureFormat::R32SInt`, `TextureFormat::R32Float`, `TextureFormat::RG8`,
`TextureFormat::RG8Sgn`, `TextureFormat::RG16`, `TextureFormat::RG16Sgn`, `TextureFormat::RG16Float`,
`TextureFormat::RG32UInt`, `TextureFormat::RG32SInt`, `TextureFormat::RG32Float`, `TextureFormat::RGB8`,
`TextureFormat::RGB8Sgn`, `TextureFormat::RGB16`, `TextureFormat::RGB16Sgn`, `TextureFormat::RGB16Float`,
`TextureFormat::RGB32UInt`, `TextureFormat::RGB32SInt`, `TextureFormat::RGB32Float`, `TextureFormat::RGBA8`,
`TextureFormat::RGBA8Sgn`, `TextureFormat::RGBA16`, `TextureFormat::RGBA16Sgn`, `TextureFormat::RGBA16Float`,
`TextureFormat::RGBA32UInt`, `TextureFormat::RGBA32SInt`, `TextureFormat::RGBA32Float`, `TextureFormat::RGB_DXT1`,
`TextureFormat::RGBA_DXT1`, `TextureFormat::RGBA_DXT3`, `TextureFormat::RGBA_DXT5` }
Hardware texture format enumeration.
- enum `AxisDirection` {
`AxisDirection::XPos = 0`, `AxisDirection::XNeg`, `AxisDirection::YPos`, `AxisDirection::YNeg`,
`AxisDirection::ZPos`, `AxisDirection::ZNeg` }
Axis direction (also used for texture cube face).

Functions

- template<typename T >
`T MaxColorValue ()`
Returns the maximal color value for the data type T. By default 1.
- template<>
`unsigned char MaxColorValue< unsigned char > ()`
Specialized version. For unsigned 8-bit integers, the return value is 255.
- template<>
`bool MaxColorValue< bool > ()`
Specialized version. For booleans, the return value is true.
- template<typename T , std::size_t N>
`Color< T, N > operator+ (const Color< T, N > &lhs, const Color< T, N > &rhs)`

- `template<typename T, std::size_t N>`
`Color< T, N > operator-` (const `Color< T, N >` &lhs, const `Color< T, N >` &rhs)
- `template<typename T, std::size_t N>`
`Color< T, N > operator*` (const `Color< T, N >` &lhs, const `Color< T, N >` &rhs)
- `template<typename T, std::size_t N>`
`Color< T, N > operator/` (const `Color< T, N >` &lhs, const `Color< T, N >` &rhs)
- `template<typename T, std::size_t N>`
`Color< T, N > operator*` (const `Color< T, N >` &lhs, const `T` &rhs)
- `template<typename T, std::size_t N>`
`Color< T, N > operator*` (const `T` &lhs, const `Color< T, N >` &rhs)
- `template<typename T, std::size_t N>`
`Color< T, N > operator/` (const `Color< T, N >` &lhs, const `T` &rhs)
- `template<typename T, std::size_t N>`
`bool operator==` (const `Color< T, N >` &lhs, const `Color< T, N >` &rhs)
- `template<typename T, std::size_t N>`
`bool operator!=` (const `Color< T, N >` &lhs, const `Color< T, N >` &rhs)
- `LLGL_EXPORT` unsigned int `DataTypeSize` (const `DataType` dataType)
Returns the size (in bytes) of the specified data type.
- `LLGL_EXPORT` unsigned int `VectorTypeSize` (const `VectorType` vectorType)
Returns the size (in bytes) of the specified vector type.
- `LLGL_EXPORT` void `VectorTypeFormat` (const `VectorType` vectorType, `DataType` &dataType, unsigned int &components)
Retrieves the format of the specified vector type.
- `LLGL_EXPORT` unsigned int `ImageFormatSize` (const `ImageFormat` imageFormat)
Returns the size (in number of components) of the specified image format.
- `LLGL_EXPORT` bool `IsCompressedFormat` (const `ImageFormat` format)
Returns true if the specified color format is a compressed format, i.e. either `ImageFormat::CompressedRGB`, or `ImageFormat::CompressedRGBA`.
- `LLGL_EXPORT` bool `IsDepthStencilFormat` (const `ImageFormat` format)
Returns true if the specified color format is a depth-stencil format, i.e. either `ImageFormat::Depth` or `ImageFormat::DepthStencil`.
- `LLGL_EXPORT` `ByteBuffer` `ConvertImageBuffer` (`ImageFormat` srcFormat, `DataType` srcDataType, const void *srcBuffer, std::size_t srcBufferSize, `ImageFormat` dstFormat, `DataType` dstDataType, std::size_t threadCount=0)
Converts the image format and data type of the source image (only uncompressed color formats).
- `LLGL_EXPORT` bool `operator==` (const `VsyncDescriptor` &lhs, const `VsyncDescriptor` &rhs)
- `LLGL_EXPORT` bool `operator!=` (const `VsyncDescriptor` &lhs, const `VsyncDescriptor` &rhs)
- `LLGL_EXPORT` bool `operator==` (const `VideoModeDescriptor` &lhs, const `VideoModeDescriptor` &rhs)
- `LLGL_EXPORT` bool `operator!=` (const `VideoModeDescriptor` &lhs, const `VideoModeDescriptor` &rhs)
- `LLGL_EXPORT` bool `operator==` (const `StreamOutputAttribute` &lhs, const `StreamOutputAttribute` &rhs)
- `LLGL_EXPORT` bool `operator!=` (const `StreamOutputAttribute` &lhs, const `StreamOutputAttribute` &rhs)
- `LLGL_EXPORT` unsigned int `NumMipLevels` (unsigned int width, unsigned int height=1, unsigned int depth=1)
Returns the number of MIP-map levels for a texture with the specified size.
- `LLGL_EXPORT` bool `IsCompressedFormat` (const `TextureFormat` format)
Returns true if the specified texture format is a compressed format, i.e. either `TextureFormat::RGB_DXT1`, `TextureFormat::RGBA_DXT1`, `TextureFormat::RGBA_DXT3`, or `TextureFormat::RGBA_DXT5`.
- `LLGL_EXPORT` bool `IsArrayTexture` (const `TextureType` type)
Returns true if the specified texture type is an array texture.
- `LLGL_EXPORT` bool `IsMultiSampleTexture` (const `TextureType` type)
Returns true if the specified texture type is a multi-sample texture.
- `LLGL_EXPORT` `TextureDescriptor` `Texture1DDesc` (`TextureFormat` format, unsigned int width)
Returns a `TextureDescriptor` structure with the `TextureType::Texture1D` type.
- `LLGL_EXPORT` `TextureDescriptor` `Texture2DDesc` (`TextureFormat` format, unsigned int width, unsigned int height)

- Returns a [TextureDescriptor](#) structure with the [TextureType::Texture2D](#) type.*
- [LLGL_EXPORT TextureDescriptor Texture3DDesc](#) ([TextureFormat](#) format, unsigned int width, unsigned int height, unsigned int depth)
- Returns a [TextureDescriptor](#) structure with the [TextureType::Texture3D](#) type.*
- [LLGL_EXPORT TextureDescriptor TextureCubeDesc](#) ([TextureFormat](#) format, unsigned int width, unsigned int height)
- Returns a [TextureDescriptor](#) structure with the [TextureType::TextureCube](#) type.*
- [LLGL_EXPORT TextureDescriptor Texture1DArrayDesc](#) ([TextureFormat](#) format, unsigned int width, unsigned int layers)
- Returns a [TextureDescriptor](#) structure with the [TextureType::Texture1DArray](#) type.*
- [LLGL_EXPORT TextureDescriptor Texture2DArrayDesc](#) ([TextureFormat](#) format, unsigned int width, unsigned int height, unsigned int layers)
- Returns a [TextureDescriptor](#) structure with the [TextureType::Texture2DArray](#) type.*
- [LLGL_EXPORT TextureDescriptor TextureCubeArrayDesc](#) ([TextureFormat](#) format, unsigned int width, unsigned int height, unsigned int layers)
- Returns a [TextureDescriptor](#) structure with the [TextureType::TextureCubeArray](#) type.*
- [LLGL_EXPORT TextureDescriptor Texture2DMSDesc](#) ([TextureFormat](#) format, unsigned int width, unsigned int height, unsigned int samples, bool fixedSamples=true)
- Returns a [TextureDescriptor](#) structure with the [TextureType::Texture2DMS](#) type.*
- [LLGL_EXPORT TextureDescriptor Texture2DMSArrayDesc](#) ([TextureFormat](#) format, unsigned int width, unsigned int height, unsigned int layers, unsigned int samples, bool fixedSamples=true)
- Returns a [TextureDescriptor](#) structure with the [TextureType::Texture2DMSArray](#) type.*
- [LLGL_EXPORT BufferDescriptor VertexBufferDesc](#) (unsigned int size, const [VertexFormat](#) &vertexFormat, long flags=0)
- Returns a [BufferDescriptor](#) structure for a vertex buffer.*
- [LLGL_EXPORT BufferDescriptor IndexBufferDesc](#) (unsigned int size, const [IndexFormat](#) &indexFormat, long flags=0)
- Returns a [BufferDescriptor](#) structure for an index buffer.*
- [LLGL_EXPORT BufferDescriptor ConstantBufferDesc](#) (unsigned int size, long flags=[BufferFlags::DynamicUsage](#))
- Returns a [BufferDescriptor](#) structure for a constant buffer.*
- [LLGL_EXPORT BufferDescriptor StorageBufferDesc](#) (unsigned int size, const [StorageBufferType](#) storageType, unsigned int stride, long flags=[BufferFlags::MapReadAccess](#)|[BufferFlags::MapWriteAccess](#))
- Returns a [BufferDescriptor](#) structure for a storage buffer.*
- [LLGL_EXPORT bool operator==](#) (const [VertexAttribute](#) &lhs, const [VertexAttribute](#) &rhs)
- [LLGL_EXPORT bool operator!=](#) (const [VertexAttribute](#) &lhs, const [VertexAttribute](#) &rhs)
- [LLGL_EXPORT bool operator==](#) (const [VideoDisplayMode](#) &lhs, const [VideoDisplayMode](#) &rhs)
- [LLGL_EXPORT bool CompareSWO](#) (const [VideoDisplayMode](#) &lhs, const [VideoDisplayMode](#) &rhs)
- Compares the two video display modes in a strict-weak-order (SWO) fashion.*

8.1.1 Typedef Documentation

8.1.1.1 using LLGL::ByteBuffer = typedef std::unique_ptr<char[]>

Common byte buffer type.

Remarks

Commonly this would be an `std::vector<char>`, but the buffer conversion is an optimized process, where the default initialization of an `std::vector` is undesired. Therefore, the byte buffer type is an `std::unique_ptr<char[]>`.

See also

[ConvertImageBuffer](#)

8.1.1.2 using LLGL::ColorRGB = typedef ColorRGBT<Gs::Real>

8.1.1.3 using LLGL::ColorRGBA = typedef ColorRGBAT<Gs::Real>

8.1.1.4 using LLGL::ColorRGBAb = typedef ColorRGBAT<bool>

8.1.1.5 using LLGL::ColorRGBAd = typedef ColorRGBAT<double>

8.1.1.6 using LLGL::ColorRGBAf = typedef ColorRGBAT<float>

8.1.1.7 template<typename T > using LLGL::ColorRGBAT = typedef Color<T, 4>

8.1.1.8 using LLGL::ColorRGBAub = typedef ColorRGBAT<unsigned char>

8.1.1.9 using LLGL::ColorRGBb = typedef ColorRGBT<bool>

8.1.1.10 using LLGL::ColorRGBd = typedef ColorRGBT<double>

8.1.1.11 using LLGL::ColorRGBf = typedef ColorRGBT<float>

8.1.1.12 template<typename T > using LLGL::ColorRGBT = typedef Color<T, 3>

8.1.1.13 using LLGL::ColorRGBub = typedef ColorRGBT<unsigned char>

8.1.1.14 using LLGL::DebugCallback = typedef std::function<void(const std::string& type, const std::string& message)>

Debug callback function interface.

Parameters

in	<i>type</i>	Descriptive type of the message.
in	<i>message</i>	Specifies the debug output message.

Remarks

This output is renderer dependent.

8.1.1.15 using LLGL::Point = typedef Gs::Vector2i

2D point (integer)

8.1.1.16 using LLGL::Size = typedef Gs::Vector2i

2D size (integer)

8.1.2 Enumeration Type Documentation

8.1.2.1 enum LLGL::AxisDirection [strong]

Axis direction (also used for texture cube face).

Enumerator

- XPos** X+ direction.
- XNeg** X- direction.
- YPos** Y+ direction.
- YNeg** Y- direction.
- ZPos** Z+ direction.
- ZNeg** Z- direction.

8.1.2.2 enum LLGL::BlendArithmetic [strong]

Blending arithmetic operations enumeration.

Enumerator

- Add** Add source 1 and source 2. This is the default for all renderers.
- Subtract** Subtract source 1 from source 2.
- RevSubtract** Subtract source 2 from source 1.
- Min** Find the minimum of source 1 and source 2.
- Max** Find the maximum of source 1 and source 2.

8.1.2.3 enum LLGL::BlendOp [strong]

Blending operations enumeration.

Enumerator

- Zero** Data source is the color black (0, 0, 0, 0).
- One** Data source is the color white (1, 1, 1, 1).
- SrcColor** Data source is color data (RGB) from a fragment shader.
- InvSrcColor** Data source is inverted color data (1 - RGB) from a fragment shader.
- SrcAlpha** Data source is alpha data (A) from a fragment shader.
- InvSrcAlpha** Data source is inverted alpha data (1 - A) from a fragment shader.
- DestColor** Data source is color data (RGB) from a framebuffer.
- InvDestColor** Data source is inverted color data (1 - RGB) from a framebuffer.
- DestAlpha** Data source is alpha data (A) from a framebuffer.
- InvDestAlpha** Data source is inverted alpha data (1 - A) from a framebuffer.
- SrcAlphaSaturate** Data source is alpha data (A) from a fragment shader which is clamped to 1 or less.
- BlendFactor** Data source is the blend factor (RGBA) from the blend state.

See also

[BlendDescriptor::blendFactor](#)

InvBlendFactor Data source is the inverted blend factor (1 - RGBA) from the blend state.

See also

[BlendDescriptor::blendFactor](#)

Src1Color Data sources are both color data (RGB) from a fragment shader with dual-source color blending.

InvSrc1Color Data sources are both inverted color data (1 - RGB) from a fragment shader with dual-source color blending.

Src1Alpha Data sources are both alpha data (A) from a fragment shader with dual-source color blending.

InvSrc1Alpha Data sources are both inverted alpha data (1 - A) from a fragment shader with dual-source color blending.

8.1.2.4 enum LLGL::BufferCPUAccess [strong]

Hardware buffer CPU access enumeration.

See also

[RenderSystem::MapBuffer](#)

Enumerator

ReadOnly CPU read access only.

WriteOnly CPU write access only.

ReadWrite CPU read and write access.

8.1.2.5 enum LLGL::BufferType [strong]

Hardware buffer type enumeration.

Enumerator

Vertex Vertex buffer type.

Index Index buffer type.

Constant Constant buffer type (also called "Uniform Buffer Object").

Storage Storage buffer type (also called "Shader Storage Buffer Object" or "Read/Write Buffer").

StreamOutput Stream output buffer type (also called "Transform Feedback Buffer").

8.1.2.6 enum LLGL::ClippingRange [strong]

Clipping depth range enumeration.

Enumerator

MinusOneToOne Clipping depth is in the range [-1, 1] (default in OpenGL).

ZeroToOne Clipping depth is in the range [0, 1] (default in Direct3D).

8.1.2.7 enum LLGL::CompareOp [strong]

Compare operations enumeration.

Remarks

This operation is used for depth-test and stencil-test.

Enumerator

- Never** Comparison never passes.
- Less** Comparison passes if the source data is less than the destination data.
- Equal** Comparison passes if the source data is equal to the right-hand-side.
- LessEqual** Comparison passes if the source data is less than or equal to the right-hand-side.
- Greater** Comparison passes if the source data is greater than the right-hand-side.
- NotEqual** Comparison passes if the source data is not equal to the right-hand-side.
- GreaterEqual** Comparison passes if the source data is greater than or equal to the right-hand-side.
- Ever** Comparison always passes. (Can not be called "Always" due to conflict with X11 lib on Linux).

8.1.2.8 enum LLGL::CullMode [strong]

Polygon culling modes enumeration.

Enumerator

- Disabled** No culling.
- Front** Front face culling.
- Back** Back face culling.

8.1.2.9 enum LLGL::DataType [strong]

Renderer data types enumeration.

Enumerator

- Int8** 8-bit signed integer (char).
- UInt8** 8-bit unsigned integer (unsigned char).
- Int16** 16-bit signed integer (short).
- UInt16** 16-bit unsigned integer (unsigned short).
- Int32** 32-bit signed integer (int).
- UInt32** 32-bit unsigned integer (unsigned int).
- Float** 32-bit floating-point (float).
- Double** 64-bit real type (double).

8.1.2.10 enum LLGL::ErrorType [strong]

Rendering debugger error types enumeration.

Enumerator

InvalidArgument Error due to invalid argument (e.g. creating a graphics pipeline without a valid shader program being specified).

InvalidState Error due to invalid render state (e.g. rendering without a valid graphics pipeline).

UnsupportedFeature Error due to use of unsupported feature (e.g. drawing with hardware instancing when the renderer hardware does not support it).

8.1.2.11 enum LLGL::ImageFormat [strong]

Image format used to write texture data.

Enumerator

R Single color component: Red.

RG Two color components: Red, Green.

RGB Three color components: Red, Green, Blue.

BGR Three color components: Blue, Green, Red.

RGBA Four color components: Red, Green, Blue, Alpha.

BGRA Four color components: Blue, Green, Red, Alpha.

Depth 32-bit depth component.

DepthStencil 24-bit depth- and 8-bit stencil component.

CompressedRGB Generic compressed format with three color components: Red, Green, Blue.

CompressedRGBA Generic compressed format with four color components: Red, Green, Blue, Alpha.

8.1.2.12 enum LLGL::Key [strong]

Input key codes.

Enumerator

LButton Left mouse button.

RButton Right mouse button.

Cancel Control-break processing.

MButton Middle mouse button (three-button mouse).

XButton1 Windows 2000/XP: X1 mouse button.

XButton2 Windows 2000/XP: X2 mouse button.

Back BACKSPACE key.

Tab TAB key.

Clear CLEAR key.

Return RETURN (or ENTER) key.

Shift SHIFT key.

Control CTRL key.
Menu ALT key.
Pause PAUSE key.
Capital CAPS LOCK key.
Escape Escape (ESC) key.
Space Space key.
PageUp Page up key.
PageDown Page down key.
End END key.
Home HOME (or POS1) key.
Left Left arrow key.
Up Up arrow key.
Right Right arrow key.
Down Down arrow key.
Select Select key.
Print Print key.
Exe Execute key.
Snapshot Snapshot key.
Insert Insert key.
Delete Delete key.
Help Help key.
D0 Digit 0.
D1 Digit 1.
D2 Digit 2.
D3 Digit 3.
D4 Digit 4.
D5 Digit 5.
D6 Digit 6.
D7 Digit 7.
D8 Digit 8.
D9 Digit 9.
A Letter A.
B Letter B.
C Letter C.
D Letter D.
E Letter E.
F Letter F.
G Letter G.
H Letter H.
I Letter I.
J Letter J.
K Letter K.
L Letter L.
M Letter M.
N Letter N.

O Letter O.

P Letter P.

Q Letter Q.

R Letter R.

S Letter S.

T Letter T.

U Letter U.

V Letter V.

W Letter W.

X Letter X.

Y Letter Y.

Z Letter Z.

LWin Left Windows key.

RWin Righth Windows key.

Apps Application key.

Sleep Sleep key.

Keypad0 Keypad 0 key.

Keypad1 Keypad 1 key.

Keypad2 Keypad 2 key.

Keypad3 Keypad 3 key.

Keypad4 Keypad 4 key.

Keypad5 Keypad 5 key.

Keypad6 Keypad 6 key.

Keypad7 Keypad 7 key.

Keypad8 Keypad 8 key.

Keypad9 Keypad 9 key.

KeypadMultiply Keypad multiply '*'.

KeypadPlus Keypad plus '+'.

KeypadSeparator Keypad separator.

KeypadMinus Keypad minus '-'.

KeypadDecimal Keypad decimal ',' or '.' (depends on language).

KeypadDivide Keypad divide '/'.

F1 F1 function key.

F2 F2 function key.

F3 F3 function key.

F4 F4 function key.

F5 F5 function key.

F6 F6 function key.

F7 F7 function key.

F8 F8 function key.

F9 F9 function key.

F10 F10 function key.

F11 F11 function key.

F12 F12 function key.

F13 F13 function key.

F14 F14 function key.
F15 F15 function key.
F16 F16 function key.
F17 F17 function key.
F18 F18 function key.
F19 F19 function key.
F20 F20 function key.
F21 F21 function key.
F22 F22 function key.
F23 F23 function key.
F24 F24 function key.
NumLock Num lock key.
ScrollLock Scroll lock key.
LShift Left shift key.
RShift Right shift key.
LControl Left control (CTRL) key.
RControl Right control (CTRL) key.
LMenu Left menu key.
RMenu Right menu key.
BrowserBack
BrowserForward
BrowserRefresh
BrowserStop
BrowserSearch
BrowserFavorites
BrowserHome
VolumeMute
VolumeDown
VolumeUp
MediaNextTrack
MediaPrevTrack
MediaStop
MediaPlayPause
LaunchMail
LaunchMediaSelect
LaunchApp1
LaunchApp2
Plus '+'
Comma ','
Minus '-'
Period '.'
Exponent '^'
Attn
CrSel
ExSel

ErEOF
Play
Zoom
NoName
PA1
OEMClear

8.1.2.13 enum LLGL::LogicOp [strong]

Logical pixel operation enumeration.

Remarks

These logical pixel operations are bitwise operations.

Note

Only supported with: OpenGL.

See also

[GraphicsAPIDependentStateDescriptor::StateOpenGLDescriptor::logicOp](#)
<https://www.opengl.org/sdk/docs/man/html/glLogicOp.xhtml>

Enumerator

Keep Keep previous logical pixel operation.
Disabled Logical pixel operation is disabled.
Clear Resulting operation: 0.
Set Resulting operation: 1.
Copy Resulting operation: src.
InvertedCopy Resulting operation: ~src.
Noop Resulting operation: dest.
Invert Resulting operation: ~dest.
AND Resulting operation: src & dest.
NAND Resulting operation: ~(src & dest)
OR Resulting operation: src | dest.
NOR Resulting operation: ~(src | dest)
XOR Resulting operation: src ^ dest.
Equiv Resulting operation: ~(src ^ dest)
ReverseAND Resulting operation: src & ~dest.
InvertedAND Resulting operation: ~src & dest.
ReverseOR Resulting operation: src | ~dest.
InvertedOR Resulting operation: ~src | dest.

8.1.2.14 enum LLGL::OpenGLVersion [strong]

Enumerator

- OpenGL_Latest** Latest available OpenGL version (on the host platform).
- OpenGL_1_0** OpenGL 1.0, released in Jan, 1992.
- OpenGL_1_1** OpenGL 1.1, released in Mar, 1997.
- OpenGL_1_2** OpenGL 1.2, released in Mar, 1998.
- OpenGL_1_3** OpenGL 1.3, released in Aug, 2001.
- OpenGL_1_4** OpenGL 1.4, released in Jul, 2002.
- OpenGL_1_5** OpenGL 1.5, released in Jul, 2003.
- OpenGL_2_0** OpenGL 2.0, released in Sep, 2004.
- OpenGL_2_1** OpenGL 2.1, released in Jul, 2006.
- OpenGL_3_0** OpenGL 3.0, released in Aug, 2008 (known as "Longs Peak").
- OpenGL_3_1** OpenGL 3.1, released in Mar, 2009 (known as "Longs Peak Reloaded").
- OpenGL_3_2** OpenGL 3.2, released in Aug, 2009.
- OpenGL_3_3** OpenGL 3.3, released in Mar, 2010.
- OpenGL_4_0** OpenGL 4.0, released in Mar, 2010 (alongside with OpenGL 3.3).
- OpenGL_4_1** OpenGL 4.1, released in Jul, 2010.
- OpenGL_4_2** OpenGL 4.2, released in Aug, 2011.
- OpenGL_4_3** OpenGL 4.3, released in Aug, 2012.
- OpenGL_4_4** OpenGL 4.4, released in Jul, 2013.
- OpenGL_4_5** OpenGL 4.5, released in Aug, 2014.

8.1.2.15 enum LLGL::PolygonMode [strong]

Polygon filling modes enumeration.

Enumerator

- Fill** Draw filled polygon.
- Wireframe** Draw triangle edges only.
- Points** Draw vertex points only.

Note

Only supported with: OpenGL.

8.1.2.16 enum LLGL::PrimitiveTopology [strong]

Primitive topology enumeration.

See also

[GraphicsPipelineDescriptor::primitiveTopology](#)

Enumerator

PointList Point list.

LineList Line list where each line has its own two vertices.

LineStrip Line strip where each line after the first one begins with the previous vertex.

LineLoop Line loop which is similiar to line strip but the last line ends with the first vertex.

Note

Only supported with: OpenGL.

LineListAdjacency Adjacency line list.

LineStripAdjacency Adjacency line strips.

TriangleList Triangle list where each triangle has its own three vertices.

TriangleStrip Triangle strip where each triangle after the first one begins with the previous vertex.

TriangleFan Triangle fan where each triangle uses the first vertex, the previous vertex, and a new vertex.

Note

Only supported with: OpenGL.

TriangleListAdjacency Adjacency triangle list.

TriangleStripAdjacency Adjacency triangle strips.

Patches1 Patches with 1 control point.

Patches2 Patches with 2 control points.

Patches3 Patches with 3 control points.

Patches4 Patches with 4 control points.

Patches5 Patches with 5 control points.

Patches6 Patches with 6 control points.

Patches7 Patches with 7 control points.

Patches8 Patches with 8 control points.

Patches9 Patches with 9 control points.

Patches10 Patches with 10 control points.

Patches11 Patches with 11 control points.

Patches12 Patches with 12 control points.

Patches13 Patches with 13 control points.

Patches14 Patches with 14 control points.

Patches15 Patches with 15 control points.

Patches16 Patches with 16 control points.

Patches17 Patches with 17 control points.

Patches18 Patches with 18 control points.

Patches19 Patches with 19 control points.

Patches20 Patches with 20 control points.

Patches21 Patches with 21 control points.

Patches22 Patches with 22 control points.

Patches23 Patches with 23 control points.

Patches24 Patches with 24 control points.

Patches25 Patches with 25 control points.

Patches26 Patches with 26 control points.

Patches27 Patches with 27 control points.

Patches28 Patches with 28 control points.

Patches29 Patches with 29 control points.

Patches30 Patches with 30 control points.

Patches31 Patches with 31 control points.

Patches32 Patches with 32 control points.

8.1.2.17 enum LLGL::PrimitiveType [strong]

Primitive type enumeration.

Remarks

These entries are generic terms of a primitive topology.

See also

[CommandBuffer::BeginStreamOutput](#)

Enumerator

Points Generic term for all point primitives.

Remarks

This term refers to the following primitive topologies: [PrimitiveTopology::PointList](#).

Lines Generic term for all line primitives.

Remarks

This term refers to the following primitive topologies: [PrimitiveTopology::LineList](#), [PrimitiveTopology::LineStrip](#), [PrimitiveTopology::LineLoop](#), [PrimitiveTopology::LineListAdjacency](#), and [PrimitiveTopology::LineStripAdjacency](#).

Triangles Generic term for all triangle primitives.

Remarks

This term refers to the following primitive topologies: [PrimitiveTopology::TriangleList](#), [PrimitiveTopology::TriangleStrip](#), [PrimitiveTopology::TriangleFan](#), [PrimitiveTopology::TriangleListAdjacency](#), and [PrimitiveTopology::TriangleStripAdjacency](#).

8.1.2.18 enum LLGL::QueryType [strong]

[Query](#) type enumeration.

Enumerator

SamplesPassed Number of samples that passed the depth test. This can be used as render condition.

AnySamplesPassed Non-zero if any samples passed the depth test. This can be used as render condition.

AnySamplesPassedConservative Non-zero if any samples passed the depth test within a conservative rasterization. This can be used as render condition.

- PrimitivesGenerated** Number of generated primitives which are send to the rasterizer (either emitted from the geometry or vertex shader).
- TimeElapsed** Elapsed time (in nanoseconds) between the begin- and end query command.
- StreamOutPrimitivesWritten** Number of vertices that have been written into a stream output (also called "Transform Feedback").
- StreamOutOverflow** Non-zero if any of the streaming output buffers (also called "Transform Feedback Buffers") has an overflow.
- VerticesSubmitted** Number of vertices submitted to the input-assembly.
- PrimitivesSubmitted** Number of primitives submitted to the input-assembly.
- VertexShaderInvocations** Number of vertex shader invocations.
- TessControlShaderInvocations** Number of tessellation-control shader invocations.
- TessEvaluationShaderInvocations** Number of tessellation-evaluation shader invocations.
- GeometryShaderInvocations** Number of geometry shader invocations.
- FragmentShaderInvocations** Number of fragment shader invocations.
- ComputeShaderInvocations** Number of compute shader invocations.
- GeometryPrimitivesGenerated** Number of primitives generated by the geometry shader.
- ClippingInputPrimitives** Number of primitives that reached the primitive clipping stage.
- ClippingOutputPrimitives** Number of primitives that passed the primitive clipping stage.

8.1.2.19 enum LLGL::RenderConditionMode [strong]

Render condition mode enumeration.

Remarks

The condition is determined by the type of the [Query](#) object.

See also

`RenderContext::BeginRenderCondition`

Enumerator

- Wait** Wait until the occlusion query result is available, before conditional rendering begins.
- NoWait** Do not wait until the occlusion query result is available, before conditional rendering begins.
- ByRegionWait** Similar to Wait, but the renderer may discard the results of commands for any framebuffer region that did not contribute to the occlusion query.
- ByRegionNoWait** Similar to NoWait, but the renderer may discard the results of commands for any framebuffer region that did not contribute to the occlusion query.
- WaitInverted** Same as Wait, but the condition is inverted.
- NoWaitInverted** Same as NoWait, but the condition is inverted.
- ByRegionWaitInverted** Same as ByRegionWait, but the condition is inverted.
- ByRegionNoWaitInverted** Same as ByRegionNoWait, but the condition is inverted.

8.1.2.20 enum **LLGL::ScreenOrigin** [strong]

Screen coordinate system origin enumeration.

Enumerator

LowerLeft Screen origin is in the lower-left (default in OpenGL).

UpperLeft Screen origin is in the upper-left (default in Direct3D).

8.1.2.21 enum **LLGL::ShaderType** [strong]

Shader type enumeration.

Enumerator

Vertex Vertex shader type.

TessControl Tessellation control shader type (also "Hull Shader").

TessEvaluation Tessellation evaluation shader type (also "Domain Shader").

Geometry Geometry shader type.

Fragment Fragment shader type (also "Pixel Shader").

Compute Compute shader type.

8.1.2.22 enum **LLGL::ShadingLanguage** [strong]

Shading language version enumeration.

Remarks

These enumeration entries can be casted to an integer to get the respective version number. GLSL versions range from 110 (v.1.10) to 450 (v.4.50), and HLSL version range from 100200 (v.2.0) to 100500 (v.5.0).

Enumerator

Unsupported Enumeration entry if shaders are not supported.

GLSL_110 GLSL 1.10 (since OpenGL 2.0).

GLSL_120 GLSL 1.20 (since OpenGL 2.1).

GLSL_130 GLSL 1.30 (since OpenGL 3.0).

GLSL_140 GLSL 1.40 (since OpenGL 3.1).

GLSL_150 GLSL 1.50 (since OpenGL 3.2).

GLSL_330 GLSL 3.30 (since OpenGL 3.3).

GLSL_400 GLSL 4.00 (since OpenGL 4.0).

GLSL_410 GLSL 4.10 (since OpenGL 4.1).

GLSL_420 GLSL 4.20 (since OpenGL 4.2).

GLSL_430 GLSL 4.30 (since OpenGL 4.3).

GLSL_440 GLSL 4.40 (since OpenGL 4.4).

GLSL_450 GLSL 4.50 (since OpenGL 4.5).

HLSL_2_0 HLSL 2.0 (since Direct3D 9).

HLSL_2_0a HLSL 2.0a (since Direct3D 9a).

HLSL_2_0b HLSL 2.0b (since Direct3D 9b).

HLSL_3_0 HLSL 3.0 (since Direct3D 9c).

HLSL_4_0 HLSL 4.0 (since Direct3D 10).

HLSL_4_1 HLSL 4.1 (since Direct3D 10.1).

HLSL_5_0 HLSL 5.0 (since Direct3D 11).

8.1.2.23 enum LLGL::StencilOp [strong]

Stencil operations enumeration.

Enumerator

Keep Keep the existing stencil data.

Zero Set stencil data to 0.

Replace Set the stencil data to the reference value.

See also

[StencilFaceDescriptor::reference](#)

IncClamp Increment the stencil value by 1, and clamp the result.

DecClamp Decrement the stencil value by 1, and clamp the result.

Invert Invert the stencil data.

IncWrap Increment the stencil value by 1, and wrap the result if necessary.

DecWrap Decrement the stencil value by 1, and wrap the result if necessary.

8.1.2.24 enum LLGL::StorageBufferType [strong]

Storage buffer type enumeration.

Note

Only supported with: Direct3D 11, Direct3D 12.

Enumerator

Buffer Typed buffer.

Note

Only supported with: Direct3D 11, Direct3D 12.

StructuredBuffer Structured buffer.

Note

Only supported with: Direct3D 11, Direct3D 12.

ByteAddressBuffer Byte-address buffer.

Note

Only supported with: Direct3D 11, Direct3D 12.

RWBuffer Typed read/write buffer.

Note

Only supported with: Direct3D 11, Direct3D 12.

RWStructuredBuffer Structured read/write buffer.

Note

Only supported with: Direct3D 11, Direct3D 12.

RWByteAddressBuffer Byte-address read/write buffer.

Note

Only supported with: Direct3D 11, Direct3D 12.

AppendStructuredBuffer Append structured buffer.

Note

Only supported with: Direct3D 11, Direct3D 12.

ConsumeStructuredBuffer Consume structured buffer.

Note

Only supported with: Direct3D 11, Direct3D 12.

8.1.2.25 enum LLGL::SwapChainMode [strong]

Swap chain mode enumeration.

Enumerator

- SingleBuffering** Single buffering. This is almost no longer used.
- DoubleBuffering** Double buffering. This is the default for most renderers.
- TripleBuffering** Triple buffering. Triple buffering can only be used for Direct3D renderers.

8.1.2.26 enum LLGL::TextureFilter [strong]

[Texture](#) sampling filter enumeration.

Enumerator

- Nearest** Take the nearest sample.
- Linear** Interpolate between two samples.

8.1.2.27 enum LLGL::TextureFormat [strong]

Hardware texture format enumeration.

Note

All integral 32-bit formats are un-normalized!

Enumerator

- Unknown** Unknown texture format.
- DepthComponent** Base format: depth component.
- DepthStencil** Base format: depth- and stencil components.
- R** Base format: red component.
- RG** Base format: red and green components.
- RGB** Base format: red, green, and blue components.
- Note
 - Only supported with: OpenGL.
- RGBA** Base format: red, green, blue, and alpha components.
- R8** Sized format: red 8-bit normalized unsigned integer component.
- R8Sgn** Sized format: red 8-bit normalized signed integer component.
- R16** Sized format: red 16-bit normalized unsigned integer component.
- R16Sgn** Sized format: red 16-bit normalized signed integer component.
- R16Float** Sized format: red 16-bit floating point component.
- R32UInt** Sized format: red 32-bit un-normalized unsigned integer component.
- R32SInt** Sized format: red 32-bit un-normalized signed integer component.
- R32Float** Sized format: red 32-bit floating point component.

RG8 Sized format: red, green 8-bit normalized unsigned integer components.

RG8Sgn Sized format: red, green 8-bit normalized signed integer components.

RG16 Sized format: red, green 16-bit normalized unsigned integer components.

RG16Sgn Sized format: red, green 16-bit normalized signed integer components.

RG16Float Sized format: red, green 16-bit floating point components.

RG32UInt Sized format: red, green 32-bit un-normalized unsigned integer components.

RG32SInt Sized format: red, green 32-bit un-normalized signed integer components.

RG32Float Sized format: red, green 32-bit floating point components.

RGB8 Sized format: red, green, blue 8-bit normalized unsigned integer components.

Note

Only supported with: OpenGL.

RGB8Sgn Sized format: red, green, blue 8-bit normalized signed integer components.

Note

Only supported with: OpenGL.

RGB16 Sized format: red, green, blue 16-bit normalized unsigned integer components.

Note

Only supported with: OpenGL.

RGB16Sgn Sized format: red, green, blue 16-bit normalized signed integer components.

Note

Only supported with: OpenGL.

RGB16Float Sized format: red, green, blue 16-bit floating point components.

Note

Only supported with: OpenGL.

RGB32UInt Sized format: red, green, blue 32-bit un-normalized unsigned integer components.

RGB32SInt Sized format: red, green, blue 32-bit un-normalized signed integer components.

RGB32Float Sized format: red, green, blue 32-bit floating point components.

RGBA8 Sized format: red, green, blue, alpha 8-bit normalized unsigned integer components.

RGBA8Sgn Sized format: red, green, blue, alpha 8-bit normalized signed integer components.

RGBA16 Sized format: red, green, blue, alpha 16-bit normalized unsigned integer components.

RGBA16Sgn Sized format: red, green, blue, alpha 16-bit normalized signed integer components.

RGBA16Float Sized format: red, green, blue, alpha 16-bit floating point components.

RGBA32UInt Sized format: red, green, blue, alpha 32-bit un-normalized unsigned integer components.

RGBA32SInt Sized format: red, green, blue, alpha 32-bit un-normalized signed integer components.

RGBA32Float Sized format: red, green, blue, alpha 32-bit floating point components.

RGB_DXT1 Compressed format: RGB S3TC DXT1.

RGBA_DXT1 Compressed format: RGBA S3TC DXT1.

RGBA_DXT3 Compressed format: RGBA S3TC DXT3.

RGBA_DXT5 Compressed format: RGBA S3TC DXT5.

8.1.2.28 enum LLGL::TextureType [strong]

[Texture](#) type enumeration.

Enumerator

- Texture1D** 1-Dimensional texture.
- Texture2D** 2-Dimensional texture.
- Texture3D** 3-Dimensional texture.
- TextureCube** Cube texture.
- Texture1DArray** 1-Dimensional array texture.
- Texture2DArray** 2-Dimensional array texture.
- TextureCubeArray** Cube array texture.
- Texture2DMS** 2-Dimensional multi-sample texture.
- Texture2DMSArray** 2-Dimensional multi-sample array texture.

8.1.2.29 enum LLGL::TextureWrap [strong]

[Texture](#) coordinate wrap enumeration.

Enumerator

- Repeat** Repeat texture coordinates within the interval [0, 1).
- Mirror** Flip texture coordinates at ever integer junction.
- Clamp** Clamp texture coordinates to the interval [0, 1].
- Border** Clamp texture coordinates to their border.
- MirrorOnce** Takes the absolute value of the texture coordinates and then clamps it to the interval [0, 1], i.e. mirror around 0.

8.1.2.30 enum LLGL::UniformType [strong]

[Shader](#) uniform type enumeration.

Enumerator

- Float** float uniform.
- Float2** float2/ vec2 uniform.
- Float3** float3/ vec3 uniform.
- Float4** float4/ vec4 uniform.
- Double** double uniform.
- Double2** double2/ dvec2 uniform.
- Double3** double3/ dvec3 uniform.
- Double4** double4/ dvec4 uniform.
- Int** int uniform.
- Int2** int2/ ivec2 uniform.
- Int3** int3/ ivec3 uniform.

Int4 int4/ ivec4 uniform.

Float2x2 float2x2/ mat2 uniform.

Float3x3 float3x3/ mat3 uniform.

Float4x4 float4x4/ mat4 uniform.

Double2x2 double2x2/ dmat2 uniform.

Double3x3 double3x3/ dmat3 uniform.

Double4x4 double4x4/ dmat4 uniform.

Sampler1D sampler1D uniform.

Sampler2D sampler2D uniform.

Sampler3D sampler3D uniform.

SamplerCube samplerCube uniform.

8.1.2.31 enum LLGL::VectorType [strong]

Renderer vector types enumeration.

Enumerator

Float 1-Dimensional single precision floating-point vector (float in GLSL, float in HLSL).

Float2 2-Dimensional single precision floating-point vector (vec2 in GLSL, float2 in HLSL).

Float3 3-Dimensional single precision floating-point vector (vec3 in GLSL, float3 in HLSL).

Float4 4-Dimensional single precision floating-point vector (vec4 in GLSL, float4 in HLSL).

Double 1-Dimensional double precision floating-point vector (double in GLSL, double in HLSL).

Double2 2-Dimensional double precision floating-point vector (dvec2 in GLSL, double2 in HLSL).

Double3 3-Dimensional double precision floating-point vector (dvec3 in GLSL, double3 in HLSL).

Double4 4-Dimensional double precision floating-point vector (dvec4 in GLSL, double4 in HLSL).

Int 1-Dimensional signed integer vector (int in GLSL, int in HLSL).

Int2 2-Dimensional signed integer vector (ivec2 in GLSL, int2 in HLSL).

Int3 3-Dimensional signed integer vector (ivec3 in GLSL, int3 in HLSL).

Int4 4-Dimensional signed integer vector (ivec4 in GLSL, int4 in HLSL).

UInt 1-Dimensional unsigned integer vector (uint in GLSL, uint in HLSL).

UInt2 2-Dimensional unsigned integer vector (uvec2 in GLSL, uint2 in HLSL).

UInt3 3-Dimensional unsigned integer vector (uvec3 in GLSL, uint3 in HLSL).

UInt4 4-Dimensional unsigned integer vector (uvec4 in GLSL, uint4 in HLSL).

8.1.2.32 enum LLGL::WarningType [strong]

Enumerator

ImproperArgument Warning due to improper argument (e.g. generating 4 vertices while having triangle list as primitive topology).

ImproperState Warning due to improper state (e.g. rendering while viewport is not visible).

PointlessOperation Warning due to a operation without any effect (e.g. drawing with 0 vertices).

8.1.3 Function Documentation

8.1.3.1 LLGL_EXPORT bool LLGL::CompareSWO (const VideoDisplayMode & lhs, const VideoDisplayMode & rhs)

Compares the two video display modes in a strict-weak-order (SWO) fashion.

8.1.3.2 LLGL_EXPORT ByteBuffer LLGL::ConvertImageBuffer (ImageFormat srcFormat, DataType srcDataType, const void * srcBuffer, std::size_t srcBufferSize, ImageFormat dstFormat, DataType dstDataType, std::size_t threadCount = 0)

Converts the image format and data type of the source image (only uncompressed color formats).

Parameters

in	<i>srcFormat</i>	Specifies the source image format.
in	<i>srcDataType</i>	Specifies the source data type.
in	<i>srcBuffer</i>	Pointer to the source image buffer which is to be converted.
in	<i>srcBufferSize</i>	Specifies the size (in bytes) of the source image buffer.
in	<i>dstFormat</i>	Specifies the destination image format.
in	<i>dstDataType</i>	Specifies the destination data type.
in	<i>threadCount</i>	Specifies the number of threads to use for conversion. If this is less than 2, no multi-threading is used. If this is 'maxThreadCount', the maximal count of threads the system supports will be used (e.g. 4 on a quad-core processor). By default 0.

Returns

Byte buffer with the converted image data or null if no conversion is necessary. This can be casted to the respective target data type (e.g. "unsigned char", "int", "float" etc.).

Remarks

Compressed images and depth-stencil images can not be converted.

Exceptions

<i>std::invalid_argument</i>	If a compressed image format is specified either as source or destination, if a depth-stencil format is specified either as source or destination, if the source buffer size is not a multiple of the source data type size times the image format size, or if 'srcBuffer' is a null pointer.
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See also

maxThreadCount
[ByteBuffer](#)
[DataTypeSize](#)

8.1.3.3 LLGL_EXPORT unsigned int LLGL::DataTypeSize (const DataType dataType)

Returns the size (in bytes) of the specified data type.

8.1.3.4 LLGL_EXPORT unsigned int LLGL::ImageFormatSize (const ImageFormat *imageFormat*)

Returns the size (in number of components) of the specified image format.

Parameters

in	<i>imageFormat</i>	Specifies the image format.
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Returns

Number of components of the specified image format, or 0 if 'imageFormat' specifies a compressed color format.

See also

[IsCompressedFormat\(const ImageFormat\)](#)

8.1.3.5 LLGL_EXPORT bool LLGL::IsArrayTexture (const TextureType *type*)

Returns true if the specified texture type is an array texture.

Returns

True if 'type' is . either [TextureType::Texture1DArray](#), [TextureType::Texture2DArray](#), [TextureType::Texture↔CubeArray](#), or [TextureType::Texture2DMSArray](#).

8.1.3.6 LLGL_EXPORT bool LLGL::IsCompressedFormat (const ImageFormat *format*)

Returns true if the specified color format is a compressed format, i.e. either [ImageFormat::CompressedRGB](#), or [ImageFormat::CompressedRGBA](#).

See also

[ImageFormat](#)

8.1.3.7 LLGL_EXPORT bool LLGL::IsCompressedFormat (const TextureFormat *format*)

Returns true if the specified texture format is a compressed format, i.e. either [TextureFormat::RGB_DXT1](#), [Texture↔Format::RGBA_DXT1](#), [TextureFormat::RGBA_DXT3](#), or [TextureFormat::RGBA_DXT5](#).

See also

[TextureFormat](#)

8.1.3.8 LLGL_EXPORT bool LLGL::IsDepthStencilFormat (const ImageFormat *format*)

Returns true if the specified color format is a depth-stencil format, i.e. either [ImageFormat::Depth](#) or [ImageFormat::DepthStencil](#).

8.1.3.9 LLGL_EXPORT bool LLGL::IsMultiSampleTexture (const TextureType *type*)

Returns true if the specified texture type is a multi-sample texture.

Returns

True if 'type' is either [TextureType::Texture2DMS](#), or [TextureType::Texture2DMSArray](#).

8.1.3.10 template<typename T> T LLGL::MaxColorValue () [inline]

Returns the maximal color value for the data type T. By default 1.

8.1.3.11 template<> bool LLGL::MaxColorValue< bool > () [inline]

Specialized version. For booleans, the return value is true.

8.1.3.12 template<> unsigned char LLGL::MaxColorValue< unsigned char > () [inline]

Specialized version. For unsigned 8-bit integers, the return value is 255.

8.1.3.13 LLGL_EXPORT unsigned int LLGL::NumMipLevels (unsigned int *width*, unsigned int *height* = 1, unsigned int *depth* = 1)

Returns the number of MIP-map levels for a texture with the specified size.

Parameters

in	<i>width</i>	Specifies the texture width.
in	<i>height</i>	Specifies the texture height or number of layers for 1D array textures. By default 1 (if 1D textures are used).
in	<i>depth</i>	Specifies the texture depth or number of layers for 2D array textures. By default 1 (if 1D or 2D textures are used).

Remarks

The height and depth are optional parameters, so this function can be easily used for 1D, 2D, and 3D textures.

Returns

$1 + \text{floor}(\log_2(\max\{x, y, z\}))$.

- 8.1.3.14 **LLGL_EXPORT** bool LLGL::operator!= (const StreamOutputAttribute & *lhs*, const StreamOutputAttribute & *rhs*)
- 8.1.3.15 **LLGL_EXPORT** bool LLGL::operator!= (const VertexAttribute & *lhs*, const VertexAttribute & *rhs*)
- 8.1.3.16 **LLGL_EXPORT** bool LLGL::operator!= (const VsyncDescriptor & *lhs*, const VsyncDescriptor & *rhs*)
- 8.1.3.17 **LLGL_EXPORT** bool LLGL::operator!= (const VideoModeDescriptor & *lhs*, const VideoModeDescriptor & *rhs*)
- 8.1.3.18 template<typename T, std::size_t N> bool LLGL::operator!= (const Color< T, N > & *lhs*, const Color< T, N > & *rhs*)
- 8.1.3.19 template<typename T, std::size_t N> Color<T,N> LLGL::operator* (const Color< T, N > & *lhs*, const Color< T, N > & *rhs*)
- 8.1.3.20 template<typename T, std::size_t N> Color<T,N> LLGL::operator* (const Color< T, N > & *lhs*, const T & *rhs*)
- 8.1.3.21 template<typename T, std::size_t N> Color<T,N> LLGL::operator* (const T & *lhs*, const Color< T, N > & *rhs*)
- 8.1.3.22 template<typename T, std::size_t N> Color<T,N> LLGL::operator+ (const Color< T, N > & *lhs*, const Color< T, N > & *rhs*)
- 8.1.3.23 template<typename T, std::size_t N> Color<T,N> LLGL::operator- (const Color< T, N > & *lhs*, const Color< T, N > & *rhs*)
- 8.1.3.24 template<typename T, std::size_t N> Color<T,N> LLGL::operator/ (const Color< T, N > & *lhs*, const Color< T, N > & *rhs*)
- 8.1.3.25 template<typename T, std::size_t N> Color<T,N> LLGL::operator/ (const Color< T, N > & *lhs*, const T & *rhs*)
- 8.1.3.26 **LLGL_EXPORT** bool LLGL::operator== (const VideoDisplayMode & *lhs*, const VideoDisplayMode & *rhs*)
- 8.1.3.27 **LLGL_EXPORT** bool LLGL::operator== (const StreamOutputAttribute & *lhs*, const StreamOutputAttribute & *rhs*)
- 8.1.3.28 **LLGL_EXPORT** bool LLGL::operator== (const VertexAttribute & *lhs*, const VertexAttribute & *rhs*)
- 8.1.3.29 **LLGL_EXPORT** bool LLGL::operator== (const VsyncDescriptor & *lhs*, const VsyncDescriptor & *rhs*)
- 8.1.3.30 **LLGL_EXPORT** bool LLGL::operator== (const VideoModeDescriptor & *lhs*, const VideoModeDescriptor & *rhs*)
- 8.1.3.31 template<typename T, std::size_t N> bool LLGL::operator== (const Color< T, N > & *lhs*, const Color< T, N > & *rhs*)
- 8.1.3.32 **LLGL_EXPORT** void LLGL::VectorTypeFormat (const VectorType *vectorType*, DataType & *dataType*, unsigned int & *components*)

Retrieves the format of the specified vector type.

Parameters

in	<i>vectorType</i>	Specifies the vector type whose format is to be retrieved.
out	<i>dataType</i>	Specifies the output parameter for the resulting data type.
out	<i>components</i>	Specifies the output parameter for the resulting number of vector components.

8.1.3.33 **LLGL_EXPORT** unsigned int LLGL::VectorTypeSize (const VectorType *vectorType*)

Returns the size (in bytes) of the specified vector type.

8.2 LLGL::Desktop Namespace Reference

Functions

- [LLGL_EXPORT](#) Size [GetResolution](#) ()
Returns the desktop resolution.
- [LLGL_EXPORT](#) int [GetColorDepth](#) ()
Returns the desktop color depth (bits per pixel).
- [LLGL_EXPORT](#) bool [SetVideoMode](#) (const [VideoModeDescriptor](#) &videoMode)
Sets the new specified video mode for the desktop (resolution and fullscreen mode).
- [LLGL_EXPORT](#) bool [ResetVideoMode](#) ()
Restes the standard video mode for the desktop.

8.2.1 Function Documentation

8.2.1.1 **LLGL_EXPORT** int LLGL::Desktop::GetColorDepth ()

Returns the desktop color depth (bits per pixel).

8.2.1.2 **LLGL_EXPORT** Size LLGL::Desktop::GetResolution ()

Returns the desktop resolution.

8.2.1.3 **LLGL_EXPORT** bool LLGL::Desktop::ResetVideoMode ()

Restes the standard video mode for the desktop.

8.2.1.4 **LLGL_EXPORT** bool LLGL::Desktop::SetVideoMode (const VideoModeDescriptor & *videoMode*)

Sets the new specified video mode for the desktop (resolution and fullscreen mode).

8.3 LLGL::Log Namespace Reference

Functions

- **LLGL_EXPORT** void [SetStdOut](#) (std::ostream &stream)
Sets the standard output stream. By default std::cout.
- **LLGL_EXPORT** void [SetStdErr](#) (std::ostream &stream)
Sets the standard output stream for error and warning messages. By default std::cerr.
- **LLGL_EXPORT** std::ostream & [StdOut](#) ()
Returns the standard output stream.
- **LLGL_EXPORT** std::ostream & [StdErr](#) ()
Returns the standard output stream for error and warning messages.

8.3.1 Function Documentation

8.3.1.1 **LLGL_EXPORT** void LLGL::Log::SetStdErr (std::ostream & *stream*)

Sets the standard output stream for error and warning messages. By default std::cerr.

8.3.1.2 **LLGL_EXPORT** void LLGL::Log::SetStdOut (std::ostream & *stream*)

Sets the standard output stream. By default std::cout.

8.3.1.3 **LLGL_EXPORT** std::ostream& LLGL::Log::StdErr ()

Returns the standard output stream for error and warning messages.

8.3.1.4 **LLGL_EXPORT** std::ostream& LLGL::Log::StdOut ()

Returns the standard output stream.

8.4 LLGL::Version Namespace Reference

Functions

- **LLGL_EXPORT** unsigned int [GetMajor](#) ()
*Returns the major **LLGL** version (e.g. 1 stands for "1.00").*
- **LLGL_EXPORT** unsigned int [GetMinor](#) ()
*Returns the minor **LLGL** version (e.g. 1 stands for "0.01"). Must be less than 100.*
- **LLGL_EXPORT** unsigned int [GetRevision](#) ()
Returns the revision version number. Must be less than 100.
- **LLGL_EXPORT** std::string [GetStatus](#) ()
*Returns the **LLGL** version status (either "Alpha", "Beta", or empty).*
- **LLGL_EXPORT** unsigned int [GetID](#) ()
*Returns the full **LLGL** version as an ID number (e.g. 200317 stands for "2.03 (Rev. 17)").*
- **LLGL_EXPORT** std::string [GetString](#) ()
*Returns the full **LLGL** version as a string (e.g. "0.01 Beta (Rev. 1)").*

8.4.1 Function Documentation

8.4.1.1 `LLGL_EXPORT unsigned int LLGL::Version::GetID ()`

Returns the full [LLGL](#) version as an ID number (e.g. 200317 stands for "2.03 (Rev. 17)").

8.4.1.2 `LLGL_EXPORT unsigned int LLGL::Version::GetMajor ()`

Returns the major [LLGL](#) version (e.g. 1 stands for "1.00").

8.4.1.3 `LLGL_EXPORT unsigned int LLGL::Version::GetMinor ()`

Returns the minor [LLGL](#) version (e.g. 1 stands for "0.01"). Must be less than 100.

8.4.1.4 `LLGL_EXPORT unsigned int LLGL::Version::GetRevision ()`

Returns the revision version number. Must be less than 100.

8.4.1.5 `LLGL_EXPORT std::string LLGL::Version::GetStatus ()`

Returns the [LLGL](#) version status (either "Alpha", "Beta", or empty).

8.4.1.6 `LLGL_EXPORT std::string LLGL::Version::GetString ()`

Returns the full [LLGL](#) version as a string (e.g. "0.01 Beta (Rev. 1)").

Chapter 9

Class Documentation

9.1 LLGL::BlendDescriptor Struct Reference

Blending state descriptor structure.

```
#include <GraphicsPipelineFlags.h>
```

Public Attributes

- bool `blendEnabled` = false
Specifies whether blending is enabled or disabled. This applies to all blending targets.
- `ColorRGBAf` `blendFactor` { 0.0f, 0.0f, 0.0f, 0.0f }
Specifies the blending color factor. By default (0, 0, 0, 0).
- `std::vector< BlendTargetDescriptor >` `targets`
Render-target blend states. A maximum of 8 targets is supported. Further targets will be ignored.

9.1.1 Detailed Description

Blending state descriptor structure.

9.1.2 Member Data Documentation

9.1.2.1 bool LLGL::BlendDescriptor::blendEnabled = false

Specifies whether blending is enabled or disabled. This applies to all blending targets.

9.1.2.2 ColorRGBAf LLGL::BlendDescriptor::blendFactor { 0.0f, 0.0f, 0.0f, 0.0f }

Specifies the blending color factor. By default (0, 0, 0, 0).

Remarks

This is only used if any blending operations of any blending target is either [BlendOp::BlendFactor](#) or [BlendOp::InvBlendFactor](#).

See also

[BlendOp::BlendFactor](#)
[BlendOp::InvBlendFactor](#)

9.1.2.3 std::vector<BlendTargetDescriptor> LLGL::BlendDescriptor::targets

Render-target blend states. A maximum of 8 targets is supported. Further targets will be ignored.

The documentation for this struct was generated from the following file:

- [GraphicsPipelineFlags.h](#)

9.2 LLGL::BlendTargetDescriptor Struct Reference

Blend target state descriptor structure.

```
#include <GraphicsPipelineFlags.h>
```

Public Attributes

- [BlendOp srcColor](#) = [BlendOp::SrcAlpha](#)
Source color blending operation. By default [BlendOp::SrcAlpha](#).
- [BlendOp destColor](#) = [BlendOp::InvSrcAlpha](#)
Destination color blending operation. By default [BlendOp::InvSrcAlpha](#).
- [BlendArithmetic colorArithmetic](#) = [BlendArithmetic::Add](#)
Color blending arithmetic. By default [BlendArithmetic::Add](#).
- [BlendOp srcAlpha](#) = [BlendOp::SrcAlpha](#)
Source alpha blending operation. By default [BlendOp::SrcAlpha](#).
- [BlendOp destAlpha](#) = [BlendOp::InvSrcAlpha](#)
Destination alpha blending operation. By default [BlendOp::InvSrcAlpha](#).
- [BlendArithmetic alphaArithmetic](#) = [BlendArithmetic::Add](#)
Alpha blending arithmetic. By default [BlendArithmetic::Add](#).
- [ColorRGBAb colorMask](#)
Specifies which color components are enabled for writing. By default (true, true, true, true).

9.2.1 Detailed Description

Blend target state descriptor structure.

9.2.2 Member Data Documentation

9.2.2.1 BlendArithmetic LLGL::BlendTargetDescriptor::alphaArithmetic = BlendArithmetic::Add

Alpha blending arithmetic. By default [BlendArithmetic::Add](#).

9.2.2.2 BlendArithmetic LLGL::BlendTargetDescriptor::colorArithmetic = BlendArithmetic::Add

Color blending arithmetic. By default [BlendArithmetic::Add](#).

9.2.2.3 ColorRGBAB LLGL::BlendTargetDescriptor::colorMask

Specifies which color components are enabled for writing. By default (true, true, true, true).

9.2.2.4 BlendOp LLGL::BlendTargetDescriptor::destAlpha = BlendOp::InvSrcAlpha

Destination alpha blending operation. By default [BlendOp::InvSrcAlpha](#).

9.2.2.5 BlendOp LLGL::BlendTargetDescriptor::destColor = BlendOp::InvSrcAlpha

Destination color blending operation. By default [BlendOp::InvSrcAlpha](#).

9.2.2.6 BlendOp LLGL::BlendTargetDescriptor::srcAlpha = BlendOp::SrcAlpha

Source alpha blending operation. By default [BlendOp::SrcAlpha](#).

9.2.2.7 BlendOp LLGL::BlendTargetDescriptor::srcColor = BlendOp::SrcAlpha

Source color blending operation. By default [BlendOp::SrcAlpha](#).

The documentation for this struct was generated from the following file:

- [GraphicsPipelineFlags.h](#)

9.3 LLGL::Buffer Class Reference

Hardware buffer interface.

```
#include <Buffer.h>
```

Public Member Functions

- [Buffer](#) (const [Buffer](#) &)=delete
- [Buffer](#) & [operator=](#) (const [Buffer](#) &)=delete
- virtual [~Buffer](#) ()
- [BufferType](#) [GetType](#) () const

Returns the type of this buffer.

Protected Member Functions

- [Buffer](#) (const [BufferType](#) type)

9.3.1 Detailed Description

Hardware buffer interface.

9.3.2 Constructor & Destructor Documentation

9.3.2.1 `LLGL::Buffer::Buffer (const Buffer &)` [delete]

9.3.2.2 `virtual LLGL::Buffer::~~Buffer ()` [virtual]

9.3.2.3 `LLGL::Buffer::Buffer (const BufferType type)` [protected]

9.3.3 Member Function Documentation

9.3.3.1 `BufferType LLGL::Buffer::GetType () const` [inline]

Returns the type of this buffer.

9.3.3.2 `Buffer& LLGL::Buffer::operator= (const Buffer &)` [delete]

The documentation for this class was generated from the following file:

- [Buffer.h](#)

9.4 LLGL::BufferArray Class Reference

Array of hardware buffers interface.

```
#include <BufferArray.h>
```

Public Member Functions

- [BufferArray](#) (const [BufferArray](#) &)=delete
- [BufferArray](#) & [operator=](#) (const [BufferArray](#) &)=delete
- virtual [~BufferArray](#) ()
- [BufferType](#) [GetType](#) () const

Returns the type of buffers this array contains.

Protected Member Functions

- [BufferArray](#) (const [BufferType](#) type)

9.4.1 Detailed Description

Array of hardware buffers interface.

Remarks

This array can only contain buffers which are all from the same type, like an array of vertex buffers for instance.

9.4.2 Constructor & Destructor Documentation

9.4.2.1 `LLGL::BufferArray::BufferArray (const BufferArray &)` [delete]

9.4.2.2 `virtual LLGL::BufferArray::~~BufferArray ()` [virtual]

9.4.2.3 `LLGL::BufferArray::BufferArray (const BufferType type)` [protected]

9.4.3 Member Function Documentation

9.4.3.1 `BufferType LLGL::BufferArray::GetType () const` [inline]

Returns the type of buffers this array contains.

9.4.3.2 `BufferArray& LLGL::BufferArray::operator= (const BufferArray &)` [delete]

The documentation for this class was generated from the following file:

- [BufferArray.h](#)

9.5 LLGL::BufferDescriptor Struct Reference

Hardware buffer descriptor structure.

```
#include <BufferFlags.h>
```

Classes

- struct [IndexBufferDescriptor](#)
- struct [StorageBufferDescriptor](#)
- struct [VertexBufferDescriptor](#)
Vertex buffer descriptor structure.

Public Attributes

- [BufferType](#) type = [BufferType::Vertex](#)
Hardware buffer type. By default [BufferType::Vertex](#).
- unsigned int [size](#) = 0
[Buffer](#) size (in bytes). By default 0.
- long [flags](#) = 0
Specifies the buffer creation flags. By default 0.
- [VertexBufferDescriptor](#) vertexBuffer
Vertex buffer type descriptor appendix.
- [IndexBufferDescriptor](#) indexBuffer
Index buffer type descriptor appendix.
- [StorageBufferDescriptor](#) storageBuffer
Storage buffer type descriptor appendix.

9.5.1 Detailed Description

Hardware buffer descriptor structure.

9.5.2 Member Data Documentation

9.5.2.1 long LLGL::BufferDescriptor::flags = 0

Specifies the buffer creation flags. By default 0.

Remarks

This can be bitwise OR combination of the entries of the [BufferFlags](#) enumeration.

See also

[BufferFlags](#)

9.5.2.2 IndexBufferDescriptor LLGL::BufferDescriptor::indexBuffer

Index buffer type descriptor appendix.

9.5.2.3 unsigned int LLGL::BufferDescriptor::size = 0

[Buffer](#) size (in bytes). By default 0.

Remarks

If the buffer type is a storage buffer (i.e. from the type [BufferType::Storage](#)), 'size' must be a multiple of 'storageBuffer.stride'.

9.5.2.4 StorageBufferDescriptor LLGL::BufferDescriptor::storageBuffer

Storage buffer type descriptor appendix.

9.5.2.5 BufferType LLGL::BufferDescriptor::type = BufferType::Vertex

Hardware buffer type. By default [BufferType::Vertex](#).

9.5.2.6 VertexBufferDescriptor LLGL::BufferDescriptor::vertexBuffer

Vertex buffer type descriptor appendix.

The documentation for this struct was generated from the following file:

- [BufferFlags.h](#)

9.6 LLGL::BufferFlags Struct Reference

[Buffer](#) flags enumeration.

```
#include <BufferFlags.h>
```

Public Types

- enum { [MapReadAccess](#) = (1 << 0), [MapWriteAccess](#) = (1 << 1), [DynamicUsage](#) = (1 << 2) }

9.6.1 Detailed Description

[Buffer](#) flags enumeration.

9.6.2 Member Enumeration Documentation

9.6.2.1 anonymous enum

Enumerator

MapReadAccess [Buffer](#) mapping with CPU read access is required.

See also

[RenderSystem::MapBuffer](#)

MapWriteAccess [Buffer](#) mapping with CPU write access is required.

See also

[RenderSystem::MapBuffer](#)

DynamicUsage Hint to the renderer that the buffer will be frequently updated from the CPU. This is useful for a constant buffer for instance, that is updated by the host program every frame.

See also

[RenderSystem::WriteBuffer](#)

The documentation for this struct was generated from the following file:

- [BufferFlags.h](#)

9.7 LLGL::ClearBuffersFlags Struct Reference

Render context clear buffer flags.

```
#include <RenderContextFlags.h>
```

Public Types

- enum { [Color](#) = (1 << 0), [Depth](#) = (1 << 1), [Stencil](#) = (1 << 2) }

9.7.1 Detailed Description

Render context clear buffer flags.

See also

[RenderContext::ClearBuffers](#)

9.7.2 Member Enumeration Documentation

9.7.2.1 anonymous enum

Enumerator

Color

Depth

Stencil

The documentation for this struct was generated from the following file:

- [RenderContextFlags.h](#)

9.8 LLGL::Color< T, N > Class Template Reference

Base color class with N components.

```
#include <Color.h>
```

Public Member Functions

- [Color](#) ()
- [Color](#) (const [Color](#)< T, N > &rhs)
- [Color](#) (Gs::UninitializeTag)
- [Color](#)< T, N > & [operator+=](#) (const [Color](#)< T, N > &rhs)
- [Color](#)< T, N > & [operator-=](#) (const [Color](#)< T, N > &rhs)
- [Color](#)< T, N > & [operator*=](#) (const [Color](#)< T, N > &rhs)
- [Color](#)< T, N > & [operator/=](#) (const [Color](#)< T, N > &rhs)
- [Color](#)< T, N > & [operator*=](#) (const T &rhs)
- [Color](#)< T, N > & [operator/=](#) (const T &rhs)
- T & [operator\[\]](#) (std::size_t component)
Returns the specified vector component.
- const T & [operator\[\]](#) (std::size_t component) const
Returns the specified vector component.
- [Color](#)< T, N > [operator-](#) () const
- template<typename C >
[Color](#)< C, N > [Cast](#) () const
- T * [Ptr](#) ()
Returns a pointer to the first element of this vector.
- const T * [Ptr](#) () const
Returns a constant pointer to the first element of this vector.

Static Public Attributes

- static const std::size_t [components](#) = N
Specifies the number of vector components.

9.8.1 Detailed Description

```
template<typename T, std::size_t N>
class LLGL::Color< T, N >
```

Base color class with N components.

Template Parameters

<i>T</i>	Specifies the data type of the vector components. This should be a primitive data type such as float, double, int etc.
<i>N</i>	Specifies the number of components. There are specialized templates for N = 3, and 4.

9.8.2 Constructor & Destructor Documentation

9.8.2.1 `template<typename T, std::size_t N> LLGL::Color< T, N >::Color ()` `[inline]`

9.8.2.2 `template<typename T, std::size_t N> LLGL::Color< T, N >::Color (const Color< T, N > & rhs)`
`[inline]`

9.8.2.3 `template<typename T, std::size_t N> LLGL::Color< T, N >::Color (Gs::UninitializeTag)` `[inline]`

9.8.3 Member Function Documentation

9.8.3.1 `template<typename T, std::size_t N> template<typename C > Color<C, N> LLGL::Color< T, N >::Cast ()`
`const` `[inline]`

Returns a type casted instance of this vector.

Template Parameters

<i>C</i>	Specifies the static cast type.
----------	---------------------------------

9.8.3.2 `template<typename T, std::size_t N> Color<T, N>& LLGL::Color< T, N >::operator*= (const Color< T, N > & rhs)` `[inline]`

9.8.3.3 `template<typename T, std::size_t N> Color<T, N>& LLGL::Color< T, N >::operator*= (const T & rhs)`
`[inline]`

9.8.3.4 `template<typename T, std::size_t N> Color<T, N>& LLGL::Color< T, N >::operator+= (const Color< T, N > & rhs)` `[inline]`

9.8.3.5 `template<typename T, std::size_t N> Color<T, N> LLGL::Color< T, N >::operator- () const` `[inline]`

9.8.3.6 `template<typename T, std::size_t N> Color<T, N>& LLGL::Color< T, N >::operator-= (const Color< T, N > & rhs)` `[inline]`

9.8.3.7 `template<typename T, std::size_t N> Color<T, N>& LLGL::Color< T, N >::operator/= (const Color< T, N > & rhs)` `[inline]`

9.8.3.8 `template<typename T, std::size_t N> Color<T, N>& LLGL::Color< T, N >::operator/= (const T & rhs)`
`[inline]`

9.8.3.9 `template<typename T, std::size_t N> T& LLGL::Color< T, N >::operator[] (std::size_t component)`
`[inline]`

Returns the specified vector component.

Parameters

in	<i>component</i>	Specifies the vector component index. This must be in the range [0, N).
----	------------------	---

9.8.3.10 `template<typename T, std::size_t N> const T& LLGL::Color< T, N >::operator[] (std::size_t component) const`
`[inline]`

Returns the specified vector component.

Parameters

in	<i>component</i>	Specifies the vector component index. This must be in the range [0, N).
----	------------------	---

9.8.3.11 `template<typename T, std::size_t N> T* LLGL::Color< T, N >::Ptr ()` `[inline]`

Returns a pointer to the first element of this vector.

9.8.3.12 `template<typename T, std::size_t N> const T* LLGL::Color< T, N >::Ptr () const` `[inline]`

Returns a constant pointer to the first element of this vector.

9.8.4 Member Data Documentation

9.8.4.1 `template<typename T, std::size_t N> const std::size_t LLGL::Color< T, N >::components = N` `[static]`

Specifies the number of vector components.

The documentation for this class was generated from the following file:

- [Color.h](#)

9.9 LLGL::Color< T, 3u > Class Template Reference

RGB color class with components: r, g, and b.

```
#include <ColorRGB.h>
```

Public Member Functions

- `Color ()`
- `Color (const Color< T, 3 > &rhs)`
- `Color (const T &scalar)`
- `Color (const T &r, const T &g, const T &b)`
- `Color (Gs::UninitializeTag)`
- `Color< T, 3 > & operator+= (const Color< T, 3 > &rhs)`
- `Color< T, 3 > & operator-= (const Color< T, 3 > &rhs)`
- `Color< T, 3 > & operator*= (const Color< T, 3 > &rhs)`
- `Color< T, 3 > & operator/= (const Color< T, 3 > &rhs)`
- `Color< T, 3 > & operator*= (const T &rhs)`
- `Color< T, 3 > & operator/= (const T &rhs)`
- `Color< T, 3 > operator- () const`
- `T & operator[] (std::size_t component)`
Returns the specified color component.
- `const T & operator[] (std::size_t component) const`
Returns the specified color component.
- `template<typename C >`
`Color< C, 3 > Cast () const`
Returns a type casted instance of this color.
- `T * Ptr ()`
Returns a pointer to the first element of this color.
- `const T * Ptr () const`
Returns a constant pointer to the first element of this color.

Public Attributes

- `T r`
- `T g`
- `T b`

Static Public Attributes

- `static const std::size_t components = 3`
Specifies the number of color components.

9.9.1 Detailed Description

```
template<typename T>
class LLGL::Color< T, 3u >
```

RGB color class with components: r, g, and b.

Remarks

`Color` components are default initialized with their maximal value, i.e. for floating-points, the initial value is 1.0, because this its maximal color value, but for unsigned-bytes, the initial value is 255.

9.9.2 Constructor & Destructor Documentation

9.9.2.1 `template<typename T> LLGL::Color< T, 3u>::Color ()` `[inline]`

9.9.2.2 `template<typename T> LLGL::Color< T, 3u>::Color (const Color< T, 3> & rhs)` `[inline]`

9.9.2.3 `template<typename T> LLGL::Color< T, 3u>::Color (const T & scalar)` `[inline]`, `[explicit]`

9.9.2.4 `template<typename T> LLGL::Color< T, 3u>::Color (const T & r, const T & g, const T & b)` `[inline]`

9.9.2.5 `template<typename T> LLGL::Color< T, 3u>::Color (Gs::UninitializeTag)` `[inline]`

9.9.3 Member Function Documentation

9.9.3.1 `template<typename T> template<typename C> Color<C, 3> LLGL::Color< T, 3u>::Cast () const`
`[inline]`

Returns a type casted instance of this color.

Remarks

All color components will be scaled to the range of the new color type.

Template Parameters

<i>C</i>	Specifies the static cast type.
----------	---------------------------------

9.9.3.2 `template<typename T> Color<T, 3> & LLGL::Color< T, 3u>::operator*= (const Color< T, 3> & rhs)`
`[inline]`

9.9.3.3 `template<typename T> Color<T, 3> & LLGL::Color< T, 3u>::operator*= (const T & rhs)` `[inline]`

9.9.3.4 `template<typename T> Color<T, 3> & LLGL::Color< T, 3u>::operator+= (const Color< T, 3> & rhs)`
`[inline]`

9.9.3.5 `template<typename T> Color<T, 3> LLGL::Color< T, 3u>::operator- () const` `[inline]`

9.9.3.6 `template<typename T> Color<T, 3> & LLGL::Color< T, 3u>::operator-= (const Color< T, 3> & rhs)`
`[inline]`

9.9.3.7 `template<typename T> Color<T, 3> & LLGL::Color< T, 3u>::operator/= (const Color< T, 3> & rhs)`
`[inline]`

9.9.3.8 `template<typename T> Color<T, 3> & LLGL::Color< T, 3u>::operator/= (const T & rhs)` `[inline]`

9.9.3.9 `template<typename T> T & LLGL::Color< T, 3u>::operator[] (std::size_t component)` `[inline]`

Returns the specified color component.

Parameters

in	<i>component</i>	Specifies the color component index. This must be 0, 1, or 2.
----	------------------	---

9.9.3.10 `template<typename T> const T& LLGL::Color< T, 3u >::operator[] (std::size_t component) const`
`[inline]`

Returns the specified color component.

Parameters

in	<i>component</i>	Specifies the color component index. This must be 0, 1, or 2.
----	------------------	---

9.9.3.11 `template<typename T> T* LLGL::Color< T, 3u >::Ptr ()` `[inline]`

Returns a pointer to the first element of this color.

9.9.3.12 `template<typename T> const T* LLGL::Color< T, 3u >::Ptr () const` `[inline]`

Returns a constant pointer to the first element of this color.

9.9.4 Member Data Documentation

9.9.4.1 `template<typename T> T LLGL::Color< T, 3u >::b`

9.9.4.2 `template<typename T> const std::size_t LLGL::Color< T, 3u >::components = 3` `[static]`

Specifies the number of color components.

9.9.4.3 `template<typename T> T LLGL::Color< T, 3u >::g`

9.9.4.4 `template<typename T> T LLGL::Color< T, 3u >::r`

The documentation for this class was generated from the following file:

- [ColorRGB.h](#)

9.10 LLGL::Color< T, 4u > Class Template Reference

RGBA color class with components: r, g, b, and a.

```
#include <ColorRGBA.h>
```


Public Member Functions

- `Color ()`
- `Color (const Color< T, 4 > &rhs)`
- `Color (const T &brightness)`
- `Color (const T &r, const T &g, const T &b)`
- `Color (const T &r, const T &g, const T &b, const T &a)`
- `Color (Gs::UninitializeTag)`
- `Color< T, 4 > & operator+= (const Color< T, 4 > &rhs)`
- `Color< T, 4 > & operator-= (const Color< T, 4 > &rhs)`
- `Color< T, 4 > & operator*= (const Color< T, 4 > &rhs)`
- `Color< T, 4 > & operator/= (const Color< T, 4 > &rhs)`
- `Color< T, 4 > & operator*= (const T &rhs)`
- `Color< T, 4 > & operator/= (const T &rhs)`
- `Color< T, 4 > operator- () const`
- `T & operator[] (std::size_t component)`
Returns the specified color component.
- `const T & operator[] (std::size_t component) const`
Returns the specified color component.
- `template<typename C >
Color< C, 4 > Cast () const`
Returns a type casted instance of this color.
- `T * Ptr ()`
Returns a pointer to the first element of this color.
- `const T * Ptr () const`
Returns a constant pointer to the first element of this color.

Public Attributes

- `T r`
- `T g`
- `T b`
- `T a`

Static Public Attributes

- `static const std::size_t components = 4`
Specifies the number of color components.

9.10.1 Detailed Description

```
template<typename T>
class LLGL::Color< T, 4u >
```

RGBA color class with components: r, g, b, and a.

Remarks

`Color` components are default initialized with their maximal value, i.e. for floating-points, the initial value is 1.0, because this its maximal color value, but for unsigned-bytes, the initial value is 255.

9.10.2 Constructor & Destructor Documentation

9.10.2.1 `template<typename T> LLGL::Color< T, 4u >::Color () [inline]`

9.10.2.2 `template<typename T> LLGL::Color< T, 4u >::Color (const Color< T, 4 > & rhs) [inline]`

9.10.2.3 `template<typename T> LLGL::Color< T, 4u >::Color (const T & brightness) [inline], [explicit]`

9.10.2.4 `template<typename T> LLGL::Color< T, 4u >::Color (const T & r, const T & g, const T & b) [inline]`

9.10.2.5 `template<typename T> LLGL::Color< T, 4u >::Color (const T & r, const T & g, const T & b, const T & a) [inline]`

9.10.2.6 `template<typename T> LLGL::Color< T, 4u >::Color (Gs::UninitializeTag) [inline]`

9.10.3 Member Function Documentation

9.10.3.1 `template<typename T> template<typename C> Color<C, 4> LLGL::Color< T, 4u >::Cast () const [inline]`

Returns a type casted instance of this color.

Remarks

All color components will be scaled to the range of the new color type.

Template Parameters

<i>C</i>	Specifies the static cast type.
----------	---------------------------------

9.10.3.2 `template<typename T> Color<T, 4>& LLGL::Color< T, 4u >::operator*= (const Color< T, 4 > & rhs) [inline]`

9.10.3.3 `template<typename T> Color<T, 4>& LLGL::Color< T, 4u >::operator*= (const T & rhs) [inline]`

9.10.3.4 `template<typename T> Color<T, 4>& LLGL::Color< T, 4u >::operator+= (const Color< T, 4 > & rhs) [inline]`

9.10.3.5 `template<typename T> Color<T, 4> LLGL::Color< T, 4u >::operator- () const [inline]`

9.10.3.6 `template<typename T> Color<T, 4>& LLGL::Color< T, 4u >::operator-= (const Color< T, 4 > & rhs) [inline]`

9.10.3.7 `template<typename T> Color<T, 4>& LLGL::Color< T, 4u >::operator/= (const Color< T, 4 > & rhs) [inline]`

9.10.3.8 `template<typename T> Color<T, 4>& LLGL::Color< T, 4u >::operator=(const T & rhs) [inline]`

9.10.3.9 `template<typename T> T& LLGL::Color< T, 4u >::operator[](std::size_t component) [inline]`

Returns the specified color component.

Parameters

in	<i>component</i>	Specifies the color component index. This must be 0, 1, 2, or 3.
----	------------------	--

9.10.3.10 `template<typename T> const T& LLGL::Color< T, 4u >::operator[](std::size_t component) const [inline]`

Returns the specified color component.

Parameters

in	<i>component</i>	Specifies the color component index. This must be 0, 1, 2, or 3.
----	------------------	--

9.10.3.11 `template<typename T> T* LLGL::Color< T, 4u >::Ptr () [inline]`

Returns a pointer to the first element of this color.

9.10.3.12 `template<typename T> const T* LLGL::Color< T, 4u >::Ptr () const [inline]`

Returns a constant pointer to the first element of this color.

9.10.4 Member Data Documentation

9.10.4.1 `template<typename T> T LLGL::Color< T, 4u >::a`

9.10.4.2 `template<typename T> T LLGL::Color< T, 4u >::b`

9.10.4.3 `template<typename T> const std::size_t LLGL::Color< T, 4u >::components = 4 [static]`

Specifies the number of color components.

9.10.4.4 `template<typename T> T LLGL::Color< T, 4u >::g`

9.10.4.5 `template<typename T> T LLGL::Color< T, 4u >::r`

The documentation for this class was generated from the following file:

- [ColorRGBA.h](#)

9.11 LLGL::CommandBuffer Class Reference

Command buffer interface.

```
#include <CommandBuffer.h>
```

Public Member Functions

- [CommandBuffer](#) (const [CommandBuffer](#) &)=delete
- [CommandBuffer](#) & operator= (const [CommandBuffer](#) &)=delete
- virtual [~CommandBuffer](#) ()
- virtual void [SetGraphicsAPIDependentState](#) (const [GraphicsAPIDependentStateDescriptor](#) &state)=0
Sets a few low-level graphics API dependent states.
- virtual void [SetViewport](#) (const [Viewport](#) &viewport)=0
Sets a single viewport.
- virtual void [SetViewportArray](#) (unsigned int numViewports, const [Viewport](#) *viewportArray)=0
Sets an array of viewports.
- virtual void [SetScissor](#) (const [Scissor](#) &scissor)=0
Sets a single scissor rectangle.
- virtual void [SetScissorArray](#) (unsigned int numScissors, const [Scissor](#) *scissorArray)=0
Sets an array of scissor rectangles.
- virtual void [SetClearColor](#) (const [ColorRGBAf](#) &color)=0
Sets the new value to clear the color buffer. By default black (0, 0, 0, 0).
- virtual void [SetClearDepth](#) (float depth)=0
Sets the new value to clear the depth buffer with. By default 1.0.
- virtual void [SetClearStencil](#) (int stencil)=0
Sets the new value to clear the stencil buffer. By default 0.
- virtual void [ClearBuffers](#) (long flags)=0
Clears the specified frame buffers of the active render target.
- virtual void [SetVertexBuffer](#) ([Buffer](#) &buffer)=0
Sets the specified vertex buffer for subsequent drawing operations.
- virtual void [SetVertexBufferArray](#) ([BufferArray](#) &bufferArray)=0
Sets the specified array of vertex buffers for subsequent drawing operations.
- virtual void [SetIndexBuffer](#) ([Buffer](#) &buffer)=0
Sets the active index buffer for subsequent drawing operations.
- virtual void [SetConstantBuffer](#) ([Buffer](#) &buffer, unsigned int slot, long shaderStageFlags=[ShaderStageFlags::AllStages](#))=0
Sets the active constant buffer at the specified slot index for subsequent drawing and compute operations.
- virtual void [SetConstantBufferArray](#) ([BufferArray](#) &bufferArray, unsigned int startSlot, long shaderStageFlags=[ShaderStageFlags::AllStages](#))=0
Sets the active array of constant buffers at the specified start slot index.
- virtual void [SetStorageBuffer](#) ([Buffer](#) &buffer, unsigned int slot, long shaderStageFlags=[ShaderStageFlags::AllStages](#))=0
Sets the active storage buffer of the specified slot index for subsequent drawing and compute operations.
- virtual void [SetStorageBufferArray](#) ([BufferArray](#) &bufferArray, unsigned int startSlot, long shaderStageFlags=[ShaderStageFlags::AllStages](#))=0
Sets the active array of storage buffers at the specified start slot index.
- virtual void [SetStreamOutputBuffer](#) ([Buffer](#) &buffer)=0
Sets the active stream-output buffer to the stream-output stage.
- virtual void [SetStreamOutputBufferArray](#) ([BufferArray](#) &bufferArray)=0

- Sets the active array of stream-output buffers.*

 - virtual void [BeginStreamOutput](#) (const [PrimitiveType](#) primitiveType)=0

Begins with stream-output for subsequent draw calls.
- virtual void [EndStreamOutput](#) ()=0

Ends the current stream-output.
- virtual void [SetTexture](#) ([Texture](#) &texture, unsigned int slot, long shaderStageFlags=[ShaderStageFlags::AllStages](#))=0

Sets the active texture of the specified slot index for subsequent drawing and compute operations.
- virtual void [SetTextureArray](#) ([TextureArray](#) &textureArray, unsigned int startSlot, long shaderStageFlags=[ShaderStageFlags::AllStages](#))=0

Sets the active array of textures at the specified start slot index.
- virtual void [SetSampler](#) ([Sampler](#) &sampler, unsigned int slot, long shaderStageFlags=[ShaderStageFlags::AllStages](#))=0

Sets the active sampler of the specified slot index for subsequent drawing and compute operations.
- virtual void [SetRenderTarget](#) ([RenderTarget](#) &renderTarget)=0

Sets the specified render target as the new target for subsequent rendering commands.
- virtual void [SetRenderTarget](#) ([RenderContext](#) &renderContext)=0

Sets the back buffer (or rather swap-chain) of the specified render context as the new target for subsequent rendering commands.
- virtual void [SetGraphicsPipeline](#) ([GraphicsPipeline](#) &graphicsPipeline)=0

Sets the active graphics pipeline state.
- virtual void [SetComputePipeline](#) ([ComputePipeline](#) &computePipeline)=0

Sets the active compute pipeline state.
- virtual void [BeginQuery](#) ([Query](#) &query)=0

Begins the specified query.
- virtual void [EndQuery](#) ([Query](#) &query)=0

Ends the specified query.
- virtual bool [QueryResult](#) ([Query](#) &query, std::uint64_t &result)=0

Queries the result of the specified [Query](#) object.
- virtual void [BeginRenderCondition](#) ([Query](#) &query, const [RenderConditionMode](#) mode)=0

Begins conditional rendering with the specified query object.
- virtual void [EndRenderCondition](#) ()=0

Ends the current render condition.
- virtual void [Draw](#) (unsigned int numVertices, unsigned int firstVertex)=0

Draws the specified amount of primitives from the currently set vertex buffer.
- virtual void [DrawIndexed](#) (unsigned int numVertices, unsigned int firstIndex)=0
- virtual void [DrawIndexed](#) (unsigned int numVertices, unsigned int firstIndex, int vertexOffset)=0

Draws the specified amount of primitives from the currently set vertex- and index buffers.
- virtual void [DrawInstanced](#) (unsigned int numVertices, unsigned int firstVertex, unsigned int numInstances)=0
- virtual void [DrawInstanced](#) (unsigned int numVertices, unsigned int firstVertex, unsigned int numInstances, unsigned int instanceOffset)=0

Draws the specified amount of instances of primitives from the currently set vertex buffer.
- virtual void [DrawIndexedInstanced](#) (unsigned int numVertices, unsigned int numInstances, unsigned int firstIndex)=0
- virtual void [DrawIndexedInstanced](#) (unsigned int numVertices, unsigned int numInstances, unsigned int firstIndex, int vertexOffset)=0
- virtual void [DrawIndexedInstanced](#) (unsigned int numVertices, unsigned int numInstances, unsigned int firstIndex, int vertexOffset, unsigned int instanceOffset)=0

Draws the specified amount of instances of primitives from the currently set vertex- and index buffers.
- virtual void [DispatchCompute](#) (unsigned int groupSizeX, unsigned int groupSizeY, unsigned int groupSizeZ)=0

Dispatches a compute command.
- virtual void [SyncGPU](#) ()=0

Synchronizes the GPU, i.e. waits until the GPU has completed all pending commands.

Protected Member Functions

- [CommandBuffer](#) ()=default

9.11.1 Detailed Description

Command buffer interface.

Remarks

This is the main interface to commit graphics and compute commands to the GPU.

9.11.2 Constructor & Destructor Documentation

9.11.2.1 `LLGL::CommandBuffer::CommandBuffer (const CommandBuffer &)` `[delete]`

9.11.2.2 `virtual LLGL::CommandBuffer::~~CommandBuffer ()` `[inline],[virtual]`

9.11.2.3 `LLGL::CommandBuffer::CommandBuffer ()` `[protected],[default]`

9.11.3 Member Function Documentation

9.11.3.1 `virtual void LLGL::CommandBuffer::BeginQuery (Query & query)` `[pure virtual]`

Begins the specified query.

Parameters

in	<i>query</i>	Specifies the query to begin with. This must be same query object as in the subsequent "EndQuery" function call, to end the query operation.
----	--------------	--

Remarks

The "BeginQuery" and "EndQuery" functions can be wrapped around any drawing and/or compute operation. This can an occlusion query for instance, which determines how many fragments have passed the depth test.

See also

[RenderSystem::CreateQuery](#)
[EndQuery](#)
[QueryResult](#)

9.11.3.2 `virtual void LLGL::CommandBuffer::BeginRenderCondition (Query & query, const RenderConditionMode mode)` `[pure virtual]`

Begins conditional rendering with the specified query object.

Parameters

in	<i>query</i>	Specifies the query object which is to be used as render condition. This must be an occlusion query, i.e. it's type must be either QueryType::SamplesPassed , QueryType::AnySamplesPassed , or QueryType::AnySamplesPassedConservative .
in	<i>mode</i>	Specifies the mode of the render condition.

Remarks

Here is a usage example:

```
context->BeginQuery(*occlusionQuery);
// draw bounding box ...
context->EndQuery(*occlusionQuery);
context->BeginRenderCondition(*occlusionQuery, LLGL::RenderConditionMode::Wait
);
// draw actual object ...
context->EndRenderCondition();
```

See also

[QueryType](#)
[RenderConditionMode](#)

9.11.3.3 `virtual void LLGL::CommandBuffer::BeginStreamOutput (const PrimitiveType primitiveType)` [pure virtual]

Begins with stream-output for subsequent draw calls.

Parameters

in	<i>primitiveType</i>	Specifies the primitive output type of the last vertex processing shader stage (e.g. vertex- or geometry shader).
----	----------------------	---

See also

[EndStreamOutput](#)

9.11.3.4 `virtual void LLGL::CommandBuffer::ClearBuffers (long flags)` [pure virtual]

Clears the specified frame buffers of the active render target.

Parameters

in	<i>flags</i>	Specifies the clear buffer flags. This can be a bitwise OR combination of the "ClearBuffersFlags" enumeration entries.
----	--------------	--

Remarks

To specify the clear values for each buffer use the respective "SetClear..." function

See also

[ClearBuffersFlags](#)
[SetClearColor](#)
[SetClearDepth](#)
[SetClearStencil](#)

9.11.3.5 `virtual void LLGL::CommandBuffer::DispatchCompute (unsigned int groupSizeX, unsigned int groupSizeY, unsigned int groupSizeZ)` [pure virtual]

Dispatches a compute command.

Parameters

in	<i>groupSizeX</i>	Specifies the number of thread groups in the X-dimension.
in	<i>groupSizeY</i>	Specifies the number of thread groups in the Y-dimension.
in	<i>groupSizeZ</i>	Specifies the number of thread groups in the Z-dimension.

See also

[SetComputePipeline](#)
[RenderingCaps::maxNumComputeShaderWorkGroups](#)

9.11.3.6 `virtual void LLGL::CommandBuffer::Draw (unsigned int numVertices, unsigned int firstVertex)` [pure virtual]

Draws the specified amount of primitives from the currently set vertex buffer.

Parameters

in	<i>numVertices</i>	Specifies the number of vertices to generate.
in	<i>firstVertex</i>	Specifies the zero-based offset of the first vertex from the vertex buffer.

9.11.3.7 `virtual void LLGL::CommandBuffer::DrawIndexed (unsigned int numVertices, unsigned int firstIndex)` [pure virtual]

See also

[DrawIndexed\(unsigned int, unsigned int, int\)](#)

9.11.3.8 `virtual void LLGL::CommandBuffer::DrawIndexed (unsigned int numVertices, unsigned int firstIndex, int vertexOffset)` [pure virtual]

Draws the specified amount of primitives from the currently set vertex- and index buffers.

Parameters

in	<i>numVertices</i>	Specifies the number of vertices to generate.
in	<i>firstIndex</i>	Specifies the zero-based offset of the first index from the index buffer.
in	<i>vertexOffset</i>	Specifies the base vertex offset (positive or negative) which is added to each index from the index buffer.

9.11.3.9 `virtual void LLGL::CommandBuffer::DrawIndexedInstanced (unsigned int numVertices, unsigned int numInstances, unsigned int firstIndex) [pure virtual]`

See also

[DrawIndexedInstanced\(unsigned int, unsigned int, unsigned int, int, unsigned int\)](#)

9.11.3.10 `virtual void LLGL::CommandBuffer::DrawIndexedInstanced (unsigned int numVertices, unsigned int numInstances, unsigned int firstIndex, int vertexOffset) [pure virtual]`

See also

[DrawIndexedInstanced\(unsigned int, unsigned int, unsigned int, int, unsigned int\)](#)

9.11.3.11 `virtual void LLGL::CommandBuffer::DrawIndexedInstanced (unsigned int numVertices, unsigned int numInstances, unsigned int firstIndex, int vertexOffset, unsigned int instanceOffset) [pure virtual]`

Draws the specified amount of instances of primitives from the currently set vertex- and index buffers.

Parameters

in	<i>numVertices</i>	Specifies the number of vertices to generate.
in	<i>numInstances</i>	Specifies the number of instances to generate.
in	<i>firstIndex</i>	Specifies the zero-based offset of the first index from the index buffer.
in	<i>vertexOffset</i>	Specifies the base vertex offset (positive or negative) which is added to each index from the index buffer.
in	<i>instanceOffset</i>	Specifies the zero-based instance offset which is added to each instance ID.

9.11.3.12 `virtual void LLGL::CommandBuffer::DrawInstanced (unsigned int numVertices, unsigned int firstVertex, unsigned int numInstances) [pure virtual]`

See also

[DrawInstanced\(unsigned int, unsigned int, unsigned int, unsigned int\)](#)

9.11.3.13 `virtual void LLGL::CommandBuffer::DrawInstanced (unsigned int numVertices, unsigned int firstVertex, unsigned int numInstances, unsigned int instanceOffset) [pure virtual]`

Draws the specified amount of instances of primitives from the currently set vertex buffer.

Parameters

in	<i>numVertices</i>	Specifies the number of vertices to generate.
in	<i>firstVertex</i>	Specifies the zero-based offset of the first vertex from the vertex buffer.
in	<i>numInstances</i>	Specifies the number of instances to generate.
in	<i>instanceOffset</i>	Specifies the zero-based instance offset which is added to each instance ID.

9.11.3.14 `virtual void LLGL::CommandBuffer::EndQuery (Query & query) [pure virtual]`

Ends the specified query.

See also

[RenderSystem::CreateQuery](#)
[BeginQuery](#)
[QueryResult](#)

9.11.3.15 `virtual void LLGL::CommandBuffer::EndRenderCondition () [pure virtual]`

Ends the current render condition.

See also

[BeginRenderCondition](#)

9.11.3.16 `virtual void LLGL::CommandBuffer::EndStreamOutput () [pure virtual]`

Ends the current stream-output.

See also

[BeginStreamOutput](#)

9.11.3.17 `CommandBuffer& LLGL::CommandBuffer::operator= (const CommandBuffer &) [delete]`

9.11.3.18 `virtual bool LLGL::CommandBuffer::QueryResult (Query & query, std::uint64_t & result) [pure virtual]`

Queries the result of the specified [Query](#) object.

Parameters

in	<i>query</i>	Specifies the Query object whose result is to be queried.
out	<i>result</i>	Specifies the output result.

Returns

True if the result is available, otherwise false in which case 'result' is not modified.

9.11.3.19 `virtual void LLGL::CommandBuffer::SetClearColor (const ColorRGBAf & color)` [pure virtual]

Sets the new value to clear the color buffer. By default black (0, 0, 0, 0).

9.11.3.20 `virtual void LLGL::CommandBuffer::SetClearDepth (float depth)` [pure virtual]

Sets the new value to clear the depth buffer with. By default 1.0.

9.11.3.21 `virtual void LLGL::CommandBuffer::SetClearStencil (int stencil)` [pure virtual]

Sets the new value to clear the stencil buffer. By default 0.

9.11.3.22 `virtual void LLGL::CommandBuffer::SetComputePipeline (ComputePipeline & computePipeline)` [pure virtual]

Sets the active compute pipeline state.

Parameters

in	<i>computePipeline</i>	Specifies the compute pipeline state to set.
----	------------------------	--

Remarks

This will set the compute shader states. A valid compute pipeline must always be set before any compute operation can be performed.

See also

[RenderSystem::CreateComputePipeline](#)

9.11.3.23 `virtual void LLGL::CommandBuffer::SetConstantBuffer (Buffer & buffer, unsigned int slot, long shaderStageFlags = ShaderStageFlags::AllStages)` [pure virtual]

Sets the active constant buffer at the specified slot index for subsequent drawing and compute operations.

Parameters

in	<i>buffer</i>	Specifies the constant buffer to set. This buffer must have been created with the buffer type: BufferType::Constant . This must not be an unspecified constant buffer, i.e. it must be initialized with either the initial data in the "RenderSystem::CreateBuffer" function or with the "RenderSystem::WriteBuffer" function.
in	<i>slot</i>	Specifies the slot index where to put the constant buffer.
in	<i>shaderStageFlags</i>	Specifies at which shader stages the constant buffer is to be set. By default all shader stages are affected.

See also

[RenderSystem::WriteBuffer](#)
[ShaderStageFlags](#)

9.11.3.24 `virtual void LLGL::CommandBuffer::SetConstantBufferArray (BufferArray & bufferArray, unsigned int startSlot, long shaderStageFlags = ShaderStageFlags::AllStages)` [pure virtual]

Sets the active array of constant buffers at the specified start slot index.

Parameters

in	<i>bufferArray</i>	Specifies the constant buffer array to set.
----	--------------------	---

See also

[RenderSystem::CreateBufferArray](#)
[SetConstantBuffer](#)

9.11.3.25 `virtual void LLGL::CommandBuffer::SetGraphicsAPIDependentState (const GraphicsAPIDependentState↔ Descriptor & state)` [pure virtual]

Sets a few low-level graphics API dependent states.

Remarks

This is mainly used to work around uniform render target behavior between different low-level graphics APIs such as OpenGL and Direct3D.

9.11.3.26 `virtual void LLGL::CommandBuffer::SetGraphicsPipeline (GraphicsPipeline & graphicsPipeline)` [pure virtual]

Sets the active graphics pipeline state.

Parameters

in	<i>graphicsPipeline</i>	Specifies the graphics pipeline state to set.
----	-------------------------	---

Remarks

This will set all blending-, rasterizer-, depth-, stencil-, and shader states. A valid graphics pipeline must always be set before any drawing operation can be performed.

See also

[RenderSystem::CreateGraphicsPipeline](#)

9.11.3.27 `virtual void LLGL::CommandBuffer::SetIndexBuffer (Buffer & buffer) [pure virtual]`

Sets the active index buffer for subsequent drawing operations.

Parameters

in	<i>buffer</i>	Specifies the index buffer to set. This buffer must have been created with the buffer type: BufferType::Index . This must not be an unspecified index buffer, i.e. it must be initialized with either the initial data in the "RenderSystem::CreateBuffer" function or with the "RenderSystem::WriteBuffer" function.
----	---------------	---

Remarks

An active index buffer is only required for any "DrawIndexed" or "DrawIndexedInstanced" draw call.

See also

`RenderSystem::WriteIndexBuffer`

9.11.3.28 `virtual void LLGL::CommandBuffer::SetRenderTarget (RenderTarget & renderTarget) [pure virtual]`

Sets the specified render target as the new target for subsequent rendering commands.

Parameters

in	<i>renderTarget</i>	Specifies the render target to set.
----	---------------------	-------------------------------------

Remarks

Subsequent drawing operations will be rendered into the textures that are attached to the specified render target.

Note

If the specified render-target has not the same resolution as this render context, the viewports and scissor rectangles may be invalidated!

See also

[SetRenderTarget\(RenderContext&\)](#)

9.11.3.29 `virtual void LLGL::CommandBuffer::SetRenderTarget (RenderContext & renderContext) [pure virtual]`

Sets the back buffer (or rather swap-chain) of the specified render context as the new target for subsequent rendering commands.

Remarks

Subsequent drawing operations will be rendered into the main framebuffer, which can then be presented onto the screen.

See also

[SetRenderTarget\(RenderTarget&\)](#)

9.11.3.30 `virtual void LLGL::CommandBuffer::SetSampler (Sampler & sampler, unsigned int slot, long shaderStageFlags = ShaderStageFlags::AllStages) [pure virtual]`

Sets the active sampler of the specified slot index for subsequent drawing and compute operations.

Parameters

in	<i>sampler</i>	Specifies the sampler to set.
in	<i>slot</i>	Specifies the slot index where to put the sampler.

See also

[RenderSystem::CreateSampler](#)

9.11.3.31 `virtual void LLGL::CommandBuffer::SetScissor (const Scissor & scissor) [pure virtual]`

Sets a single scissor rectangle.

Remarks

Similar to SetScissorArray but only a single scissor rectangle is set.

See also

[SetScissorArray](#)

9.11.3.32 `virtual void LLGL::CommandBuffer::SetScissorArray (unsigned int numScissors, const Scissor * scissorArray) [pure virtual]`

Sets an array of scissor rectangles.

Parameters

in	<i>numScissors</i>	Specifies the number of scissor rectangles to set.
in	<i>scissorArray</i>	Pointer to the array of scissor rectangles. This must not be null!

Remarks

This function behaves differently on the OpenGL render system, depending on the state configured with the "SetGraphicsAPIDependentState" function. If 'stateOpenGL.screenSpaceOriginLowerLeft' is false, the origin of each scissor rectangle is on the upper-left (like for all other render systems). If 'stateOpenGL.screenSpaceOriginLowerLeft' is true, the origin of each scissor rectangle is on the lower-left.

See also

[SetGraphicsAPIDependentState](#)

9.11.3.33 `virtual void LLGL::CommandBuffer::SetStorageBuffer (Buffer & buffer, unsigned int slot, long shaderStageFlags = ShaderStageFlags::AllStages) [pure virtual]`

Sets the active storage buffer of the specified slot index for subsequent drawing and compute operations.

Parameters

in	<i>buffer</i>	Specifies the storage buffer to set. This buffer must have been created with the buffer type: BufferType::Storage .
in	<i>slot</i>	Specifies the slot index where to put the storage buffer.
in	<i>shaderStageFlags</i>	Specifies at which shader stages the storage buffer is to be set and which resource views are to be set. By default all shader stages and all resource views are affected.

See also

[RenderSystem::MapBuffer](#)
[RenderSystem::UnmapBuffer](#)

9.11.3.34 `virtual void LLGL::CommandBuffer::SetStorageBufferArray (BufferArray & bufferArray, unsigned int startSlot, long shaderStageFlags = ShaderStageFlags::AllStages) [pure virtual]`

Sets the active array of storage buffers at the specified start slot index.

Parameters

in	<i>bufferArray</i>	Specifies the storage buffer array to set.
----	--------------------	--

See also

[RenderSystem::CreateBufferArray](#)
[SetStorageBuffer](#)

9.11.3.35 `virtual void LLGL::CommandBuffer::SetStreamOutputBuffer (Buffer & buffer) [pure virtual]`

Sets the active stream-output buffer to the stream-output stage.

Parameters

in	<i>buffer</i>	Specifies the stream-output buffer to set. This buffer must have been created with the buffer type: BufferType::StreamOutput .
----	---------------	--

See also

[RenderSystem::MapBuffer](#)
[RenderSystem::UnmapBuffer](#)

9.11.3.36 `virtual void LLGL::CommandBuffer::SetStreamOutputBufferArray (BufferArray & bufferArray) [pure virtual]`

Sets the active array of stream-output buffers.

Parameters

in	<i>bufferArray</i>	Specifies the stream-output buffer array to set.
----	--------------------	--

See also

[RenderSystem::CreateBufferArray](#)
[SetStreamOutputBuffer](#)

9.11.3.37 `virtual void LLGL::CommandBuffer::SetTexture (Texture & texture, unsigned int slot, long shaderStageFlags = ShaderStageFlags::AllStages) [pure virtual]`

Sets the active texture of the specified slot index for subsequent drawing and compute operations.

Parameters

in	<i>texture</i>	Specifies the texture to set.
in	<i>slot</i>	Specifies the slot index where to put the texture.

9.11.3.38 `virtual void LLGL::CommandBuffer::SetTextureArray (TextureArray & textureArray, unsigned int startSlot, long shaderStageFlags = ShaderStageFlags::AllStages) [pure virtual]`

Sets the active array of textures at the specified start slot index.

See also

[SetTexture](#)

9.11.3.39 `virtual void LLGL::CommandBuffer::SetVertexBuffer (Buffer & buffer) [pure virtual]`

Sets the specified vertex buffer for subsequent drawing operations.

Parameters

in	<i>buffer</i>	Specifies the vertex buffer to set. This buffer must have been created with the buffer type: BufferType::Vertex . This must not be an unspecified vertex buffer, i.e. it must be initialized with either the initial data in the "RenderSystem::CreateBuffer" function or with the "RenderSystem::WriteBuffer" function.
----	---------------	--

See also

[RenderSystem::CreateBuffer](#)
[RenderSystem::WriteBuffer](#)
[SetVertexBufferArray](#)

9.11.3.40 virtual void LLGL::CommandBuffer::SetVertexBufferArray (**BufferArray & *bufferArray***) [pure virtual]

Sets the specified array of vertex buffers for subsequent drawing operations.

Parameters

in	<i>bufferArray</i>	Specifies the vertex buffer array to set.
----	--------------------	---

See also

[RenderSystem::CreateBufferArray](#)
[SetVertexBuffer](#)

9.11.3.41 virtual void LLGL::CommandBuffer::SetViewport (const Viewport & *viewport*) [pure virtual]

Sets a single viewport.

Remarks

Similar to SetViewportArray but only a single viewport is set.

See also

[SetViewportArray](#)

9.11.3.42 virtual void LLGL::CommandBuffer::SetViewportArray (unsigned int *numViewports*, const Viewport * *viewportArray*) [pure virtual]

Sets an array of viewports.

Parameters

in	<i>numViewports</i>	Specifies the number of viewports to set.
in	<i>viewportArray</i>	Pointer to the array of viewports. This must not be null!

Remarks

This function behaves differently on the OpenGL render system, depending on the state configured with the "SetGraphicsAPIDependentState" function. If 'stateOpenGL.screenSpaceOriginLowerLeft' is false, the origin of each viewport is on the upper-left (like for all other render systems). If 'stateOpenGL.screenSpaceOriginLowerLeft' is true, the origin of each viewport is on the lower-left.

See also

[SetGraphicsAPIDependentState](#)

9.11.3.43 `virtual void LLGL::CommandBuffer::SyncGPU () [pure virtual]`

Synchronizes the GPU, i.e. waits until the GPU has completed all pending commands.

The documentation for this class was generated from the following file:

- [CommandBuffer.h](#)

9.12 LLGL::ComputePipeline Class Reference

Compute pipeline interface.

```
#include <ComputePipeline.h>
```

Public Member Functions

- virtual [~ComputePipeline](#) ()

9.12.1 Detailed Description

Compute pipeline interface.

9.12.2 Constructor & Destructor Documentation

9.12.2.1 `virtual LLGL::ComputePipeline::~ComputePipeline () [inline],[virtual]`

The documentation for this class was generated from the following file:

- [ComputePipeline.h](#)

9.13 LLGL::ComputePipelineDescriptor Struct Reference

Compute pipeline descriptor structure.

```
#include <ComputePipeline.h>
```

Public Member Functions

- [ComputePipelineDescriptor](#) ()=default
- [ComputePipelineDescriptor](#) (ShaderProgram *shaderProgram)

Public Attributes

- [ShaderProgram](#) * [shaderProgram](#) = nullptr
Pointer to the shader program for the compute pipeline.

9.13.1 Detailed Description

Compute pipeline descriptor structure.

9.13.2 Constructor & Destructor Documentation

9.13.2.1 `LLGL::ComputePipelineDescriptor::ComputePipelineDescriptor () [default]`

9.13.2.2 `LLGL::ComputePipelineDescriptor::ComputePipelineDescriptor (ShaderProgram * shaderProgram) [inline]`

9.13.3 Member Data Documentation

9.13.3.1 `ShaderProgram* LLGL::ComputePipelineDescriptor::shaderProgram = nullptr`

Pointer to the shader program for the compute pipeline.

Remarks

This must never be null when "RenderSystem::CreateComputePipeline" is called with this structure.

See also

[RenderSystem::CreateComputePipeline](#)
[RenderSystem::CreateShaderProgram](#)

The documentation for this struct was generated from the following file:

- [ComputePipeline.h](#)

9.14 LLGL::ConstantBufferViewDescriptor Struct Reference

Constant buffer shader-view descriptor structure.

```
#include <BufferFlags.h>
```

Public Attributes

- `std::string name`
Constant buffer name.
- `unsigned int index = 0`
Index of the constant buffer within the respective shader.
- `unsigned int size = 0`
Buffer size (in bytes).

9.14.1 Detailed Description

Constant buffer shader-view descriptor structure.

Remarks

This structure is used to describe the view of a constant buffer within a shader.

9.14.2 Member Data Documentation

9.14.2.1 `unsigned int LLGL::ConstantBufferViewDescriptor::index = 0`

Index of the constant buffer within the respective shader.

9.14.2.2 `std::string LLGL::ConstantBufferViewDescriptor::name`

Constant buffer name.

9.14.2.3 `unsigned int LLGL::ConstantBufferViewDescriptor::size = 0`

Buffer size (in bytes).

The documentation for this struct was generated from the following file:

- [BufferFlags.h](#)

9.15 LLGL::RenderingProfiler::Counter Class Reference

Profiling counter class.

```
#include <RenderingProfiler.h>
```

Public Types

- using `ValueType` = unsigned int

Public Member Functions

- void [Inc](#) ()
Increment internal counter by one.
- void [Inc](#) ([ValueType](#) value)
Increment internal counter by the specified value.
- void [Reset](#) ()
Reset internal counter to zero.
- [ValueType](#) [Count](#) () const
Returns the internal counter value.
- [operator unsigned int](#) () const
Returns the internal counter value (same as "Count()" function).

9.15.1 Detailed Description

Profiling counter class.

9.15.2 Member Typedef Documentation

9.15.2.1 using LLGL::RenderingProfiler::Counter::ValueType = unsigned int

9.15.3 Member Function Documentation

9.15.3.1 [ValueType](#) LLGL::RenderingProfiler::Counter::Count () const [\[inline\]](#)

Returns the internal counter value.

9.15.3.2 void LLGL::RenderingProfiler::Counter::Inc () [\[inline\]](#)

Increment internal counter by one.

9.15.3.3 void LLGL::RenderingProfiler::Counter::Inc ([ValueType](#) value) [\[inline\]](#)

Increment internal counter by the specified value.

9.15.3.4 LLGL::RenderingProfiler::Counter::operator unsigned int () const [\[inline\]](#)

Returns the internal counter value (same as "Count()" function).

9.15.3.5 void LLGL::RenderingProfiler::Counter::Reset () [\[inline\]](#)

Reset internal counter to zero.

The documentation for this class was generated from the following file:

- [RenderingProfiler.h](#)

9.16 LLGL::DepthDescriptor Struct Reference

Depth state descriptor structure.

```
#include <GraphicsPipelineFlags.h>
```

Public Attributes

- bool [testEnabled](#) = false
Specifies whether the depth test is enabled or disabled. By default disabled.
- bool [writeEnabled](#) = false
Specifies whether writing to the depth buffer is enabled or disabled. By default disabled.
- [CompareOp](#) [compareOp](#) = [CompareOp::Less](#)
Specifies the depth test comparison function. By default [CompareOp::Less](#).

9.16.1 Detailed Description

Depth state descriptor structure.

9.16.2 Member Data Documentation

9.16.2.1 [CompareOp](#) LLGL::DepthDescriptor::compareOp = [CompareOp::Less](#)

Specifies the depth test comparison function. By default [CompareOp::Less](#).

9.16.2.2 bool LLGL::DepthDescriptor::testEnabled = false

Specifies whether the depth test is enabled or disabled. By default disabled.

Remarks

If no pixel shader is used in the graphics pipeline, the depth test must be disabled.

9.16.2.3 bool LLGL::DepthDescriptor::writeEnabled = false

Specifies whether writing to the depth buffer is enabled or disabled. By default disabled.

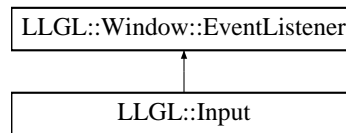
The documentation for this struct was generated from the following file:

- [GraphicsPipelineFlags.h](#)

9.17 LLGL::Window::EventListener Class Reference

```
#include <Window.h>
```

Inheritance diagram for LLGL::Window::EventListener:



Public Member Functions

- virtual [~EventListener](#) ()

Protected Member Functions

- virtual void [OnProcessEvents](#) ([Window](#) &sender)
- virtual void [OnKeyDown](#) ([Window](#) &sender, [Key](#) keyCode)
- virtual void [OnKeyUp](#) ([Window](#) &sender, [Key](#) keyCode)
- virtual void [OnDoubleClick](#) ([Window](#) &sender, [Key](#) keyCode)
- virtual void [OnChar](#) ([Window](#) &sender, wchar_t chr)
- virtual void [OnWheelMotion](#) ([Window](#) &sender, int motion)
- virtual void [OnLocalMotion](#) ([Window](#) &sender, const [Point](#) &position)
- virtual void [OnGlobalMotion](#) ([Window](#) &sender, const [Point](#) &motion)
- virtual void [OnResize](#) ([Window](#) &sender, const [Size](#) &clientAreaSize)
- virtual bool [OnQuit](#) ([Window](#) &sender)

Returns true if the specified window can quit, i.e. "ProcessEvents" returns false from now on.

Friends

- class [Window](#)

9.17.1 Constructor & Destructor Documentation

9.17.1.1 virtual LLGL::Window::EventListener::~~EventListener () [virtual]

9.17.2 Member Function Documentation

9.17.2.1 virtual void LLGL::Window::EventListener::OnChar ([Window](#) & sender, wchar_t chr) [protected],
[virtual]

9.17.2.2 virtual void LLGL::Window::EventListener::OnDoubleClick ([Window](#) & sender, [Key](#) keyCode) [protected],
[virtual]

- 9.17.2.3 `virtual void LLGL::Window::EventListener::OnGlobalMotion (Window & sender, const Point & motion)` [protected], [virtual]
- 9.17.2.4 `virtual void LLGL::Window::EventListener::OnKeyDown (Window & sender, Key keyCode)` [protected], [virtual]
- 9.17.2.5 `virtual void LLGL::Window::EventListener::OnKeyUp (Window & sender, Key keyCode)` [protected], [virtual]
- 9.17.2.6 `virtual void LLGL::Window::EventListener::OnLocalMotion (Window & sender, const Point & position)` [protected], [virtual]
- 9.17.2.7 `virtual void LLGL::Window::EventListener::OnProcessEvents (Window & sender)` [protected], [virtual]
- 9.17.2.8 `virtual bool LLGL::Window::EventListener::OnQuit (Window & sender)` [protected], [virtual]

Returns true if the specified window can quit, i.e. "ProcessEvents" returns false from now on.

- 9.17.2.9 `virtual void LLGL::Window::EventListener::OnResize (Window & sender, const Size & clientAreaSize)` [protected], [virtual]
- 9.17.2.10 `virtual void LLGL::Window::EventListener::OnWheelMotion (Window & sender, int motion)` [protected], [virtual]

9.17.3 Friends And Related Function Documentation

- 9.17.3.1 `friend class Window` [friend]

The documentation for this class was generated from the following file:

- [Window.h](#)

9.18 LLGL::GraphicsAPIDependentStateDescriptor Union Reference

Low-level graphics API dependent state descriptor union.

```
#include <RenderContextFlags.h>
```

Classes

- struct [StateOpenGLDescriptor](#)

Public Member Functions

- [GraphicsAPIDependentStateDescriptor](#) ()

Public Attributes

- struct [LLGL::GraphicsAPIDependentStateDescriptor::StateOpenGLDescriptor](#) stateOpenGL

9.18.1 Detailed Description

Low-level graphics API dependent state descriptor union.

Remarks

This descriptor is used to compensate a few differences between OpenGL and Direct3D.

See also

[RenderContext::SetGraphicsAPIDependentState](#)

9.18.2 Constructor & Destructor Documentation

9.18.2.1 [LLGL::GraphicsAPIDependentStateDescriptor::GraphicsAPIDependentStateDescriptor \(\)](#) `[inline]`

9.18.3 Member Data Documentation

9.18.3.1 [struct LLGL::GraphicsAPIDependentStateDescriptor::StateOpenGLDescriptor](#)
[LLGL::GraphicsAPIDependentStateDescriptor::stateOpenGL](#)

The documentation for this union was generated from the following file:

- [RenderContextFlags.h](#)

9.19 LLGL::GraphicsPipeline Class Reference

Graphics pipeline interface.

```
#include <GraphicsPipeline.h>
```

Public Member Functions

- virtual [~GraphicsPipeline](#) ()

9.19.1 Detailed Description

Graphics pipeline interface.

9.19.2 Constructor & Destructor Documentation

9.19.2.1 `virtual LLGL::GraphicsPipeline::~GraphicsPipeline () [inline],[virtual]`

The documentation for this class was generated from the following file:

- [GraphicsPipeline.h](#)

9.20 LLGL::GraphicsPipelineDescriptor Struct Reference

Graphics pipeline descriptor structure.

```
#include <GraphicsPipelineFlags.h>
```

Public Attributes

- `ShaderProgram * shaderProgram = nullptr`
Pointer to the shader program for the graphics pipeline.
- `PrimitiveTopology primitiveTopology = PrimitiveTopology::TriangleList`
Specifies the primitive topology and ordering of the primitive data. By default [PrimitiveTopology::TriangleList](#).
- `DepthDescriptor depth`
Specifies the depth state descriptor.
- `StencilDescriptor stencil`
Specifies the stencil state descriptor.
- `RasterizerDescriptor rasterizer`
Specifies the rasterizer state descriptor.
- `BlendDescriptor blend`
Specifies the blending state descriptor.

9.20.1 Detailed Description

Graphics pipeline descriptor structure.

Remarks

This structure describes the entire graphics pipeline: viewports, depth-/ stencil-/ rasterizer-/ blend states, shader stages etc.

9.20.2 Member Data Documentation

9.20.2.1 `BlendDescriptor LLGL::GraphicsPipelineDescriptor::blend`

Specifies the blending state descriptor.

9.20.2.2 DepthDescriptor LLGL::GraphicsPipelineDescriptor::depth

Specifies the depth state descriptor.

9.20.2.3 PrimitiveTopology LLGL::GraphicsPipelineDescriptor::primitiveTopology = PrimitiveTopology::TriangleList

Specifies the primitive topology and ordering of the primitive data. By default [PrimitiveTopology::TriangleList](#).

See also

[PrimitiveTopology](#)

9.20.2.4 RasterizerDescriptor LLGL::GraphicsPipelineDescriptor::rasterizer

Specifies the rasterizer state descriptor.

9.20.2.5 ShaderProgram* LLGL::GraphicsPipelineDescriptor::shaderProgram = nullptr

Pointer to the shader program for the graphics pipeline.

Remarks

This must never be null when "RenderSystem::CreateGraphicsPipeline" is called with this structure.

See also

[RenderSystem::CreateGraphicsPipeline](#)
[RenderSystem::CreateShaderProgram](#)

9.20.2.6 StencilDescriptor LLGL::GraphicsPipelineDescriptor::stencil

Specifies the stencil state descriptor.

The documentation for this struct was generated from the following file:

- [GraphicsPipelineFlags.h](#)

9.21 LLGL::ImageDescriptor Struct Reference

Image descriptor structure.

```
#include <Image.h>
```

Public Member Functions

- `ImageDescriptor ()=default`
- `ImageDescriptor (ImageFormat format, DataType dataType, const void *buffer)`
- `ImageDescriptor (ImageFormat format, const void *buffer, unsigned int compressedSize)`
Constructor for compressed image data.
- `unsigned int GetElementSize () const`
Returns the size (in bytes) for each image element (i.e. per "texel" or "pixel")

Public Attributes

- `ImageFormat format = ImageFormat::RGBA`
Specifies the image format. By default ImageFormat::RGBA.
- `DataType dataType = DataType::UInt8`
Specifies the image data type. This must be DataType::UInt8 for compressed images.
- `const void * buffer = nullptr`
Pointer to the image buffer.
- `unsigned int compressedSize = 0`
Specifies the size (in bytes) of a compressed image. This must be 0 for uncompressed images.

9.21.1 Detailed Description

Image descriptor structure.

Remarks

This kind of 'Image' is mainly used to fill the image data of a hardware texture.

9.21.2 Constructor & Destructor Documentation

9.21.2.1 `LLGL::ImageDescriptor::ImageDescriptor () [default]`

9.21.2.2 `LLGL::ImageDescriptor::ImageDescriptor (ImageFormat format, DataType dataType, const void * buffer) [inline]`

9.21.2.3 `LLGL::ImageDescriptor::ImageDescriptor (ImageFormat format, const void * buffer, unsigned int compressedSize) [inline]`

Constructor for compressed image data.

9.21.3 Member Function Documentation

9.21.3.1 `unsigned int LLGL::ImageDescriptor::GetElementSize () const`

Returns the size (in bytes) for each image element (i.e. per "texel" or "pixel")

Returns

`ImageFormatSize (format) * DataTypeSize (dataType) ;`

9.21.4 Member Data Documentation

9.21.4.1 `const void* LLGL::ImageDescriptor::buffer = nullptr`

Pointer to the image buffer.

9.21.4.2 `unsigned int LLGL::ImageDescriptor::compressedSize = 0`

Specifies the size (in bytes) of a compressed image. This must be 0 for uncompressed images.

9.21.4.3 `DataType LLGL::ImageDescriptor::dataType = DataType::UInt8`

Specifies the image data type. This must be [DataType::UInt8](#) for compressed images.

9.21.4.4 `ImageFormat LLGL::ImageDescriptor::format = ImageFormat::RGBA`

Specifies the image format. By default [ImageFormat::RGBA](#).

The documentation for this struct was generated from the following file:

- [Image.h](#)

9.22 LLGL::BufferDescriptor::IndexBufferDescriptor Struct Reference

```
#include <BufferFlags.h>
```

Public Attributes

- [IndexFormat format](#)

Specifies the index format layout, which is basically only the data type of each index.

9.22.1 Member Data Documentation

9.22.1.1 `IndexFormat LLGL::BufferDescriptor::IndexBufferDescriptor::format`

Specifies the index format layout, which is basically only the data type of each index.

Remarks

The only valid format types for an index buffer are: `DataType::UByte`, `DataType::UShort`, and [DataType::UInt](#).

See also

[DataType](#)

The documentation for this struct was generated from the following file:

- [BufferFlags.h](#)

9.23 LLGL::IndexFormat Class Reference

```
#include <IndexFormat.h>
```

Public Member Functions

- [IndexFormat](#) ()=default
- [IndexFormat](#) (const [DataType](#) dataType)
- [DataType](#) [GetDataType](#) () const
Returns the data type of this index format.
- unsigned int [GetFormatSize](#) () const
Returns the size of this vertex format (in bytes).

9.23.1 Constructor & Destructor Documentation

9.23.1.1 `LLGL::IndexFormat::IndexFormat ()` [default]

9.23.1.2 `LLGL::IndexFormat::IndexFormat (const DataType dataType)`

9.23.2 Member Function Documentation

9.23.2.1 `DataType LLGL::IndexFormat::GetDataType () const` [inline]

Returns the data type of this index format.

9.23.2.2 `unsigned int LLGL::IndexFormat::GetFormatSize () const` [inline]

Returns the size of this vertex format (in bytes).

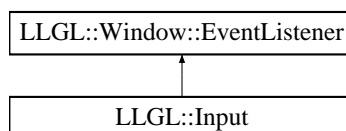
The documentation for this class was generated from the following file:

- [IndexFormat.h](#)

9.24 LLGL::Input Class Reference

```
#include <Input.h>
```

Inheritance diagram for LLGL::Input:



Public Member Functions

- [Input](#) ()
- bool [KeyPressed](#) ([Key](#) keyCode) const
Returns true if the specified key is currently being pressed down.
- bool [KeyDown](#) ([Key](#) keyCode) const
Returns true if the specified key was pressed down in the previous event processing.
- bool [KeyUp](#) ([Key](#) keyCode) const
Returns true if the specified key was released in the previous event processing.
- bool [KeyDoubleClick](#) ([Key](#) keyCode) const
Returns true if the specified key was double clicked.
- const [Point](#) & [GetMousePosition](#) () const
Returns the local mouse position.
- const [Point](#) & [GetMouseMotion](#) () const
Returns the global mouse motion.
- int [GetWheelMotion](#) () const
Returns the mouse wheel motion.
- const std::wstring & [GetEnteredChars](#) () const
Returns the entered characters.

Additional Inherited Members

9.24.1 Constructor & Destructor Documentation

9.24.1.1 LLGL::Input::Input ()

9.24.2 Member Function Documentation

9.24.2.1 const std::wstring& LLGL::Input::GetEnteredChars () const [inline]

Returns the entered characters.

9.24.2.2 const [Point](#)& LLGL::Input::GetMouseMotion () const [inline]

Returns the global mouse motion.

9.24.2.3 const [Point](#)& LLGL::Input::GetMousePosition () const [inline]

Returns the local mouse position.

9.24.2.4 int LLGL::Input::GetWheelMotion () const [inline]

Returns the mouse wheel motion.

9.24.2.5 `bool LLGL::Input::KeyDoubleClick (Key keyCode) const`

Returns true if the specified key was double clicked.

Remarks

This can only be true for the key codes: [Key::LButton](#), [Key::RButton](#), and [Key::MButton](#).

9.24.2.6 `bool LLGL::Input::KeyDown (Key keyCode) const`

Returns true if the specified key was pressed down in the previous event processing.

9.24.2.7 `bool LLGL::Input::KeyPressed (Key keyCode) const`

Returns true if the specified key is currently being pressed down.

9.24.2.8 `bool LLGL::Input::KeyUp (Key keyCode) const`

Returns true if the specified key was released in the previous event processing.

The documentation for this class was generated from the following file:

- [Input.h](#)

9.25 LLGL::RenderingDebugger::Message Class Reference

Rendering debugger message class.

```
#include <RenderingDebugger.h>
```

Public Member Functions

- [Message](#) ()=default
- [Message](#) (const [Message](#) &)=default
- [Message](#) & [operator=](#) (const [Message](#) &)=default
- [Message](#) (const std::string &text, const std::string &source)
- void [Block](#) ()
- void [BlockAfter](#) (std::size_t occurrences)
- const std::string & [GetText](#) () const
- const std::string & [GetSource](#) () const
- std::size_t [GetOccurrences](#) () const
- bool [IsBlocked](#) () const

Protected Member Functions

- void [IncOccurrence](#) ()

Friends

- class [RenderingDebugger](#)

9.25.1 Detailed Description

Rendering debugger message class.

9.25.2 Constructor & Destructor Documentation

9.25.2.1 LLGL::RenderingDebugger::Message::Message () [default]

9.25.2.2 LLGL::RenderingDebugger::Message::Message (const Message &) [default]

9.25.2.3 LLGL::RenderingDebugger::Message::Message (const std::string & *text*, const std::string & *source*)

9.25.3 Member Function Documentation

9.25.3.1 void LLGL::RenderingDebugger::Message::Block ()

9.25.3.2 void LLGL::RenderingDebugger::Message::BlockAfter (std::size_t *occurrences*)

9.25.3.3 std::size_t LLGL::RenderingDebugger::Message::GetOccurrences () const [inline]

9.25.3.4 const std::string& LLGL::RenderingDebugger::Message::GetSource () const [inline]

9.25.3.5 const std::string& LLGL::RenderingDebugger::Message::GetText () const [inline]

9.25.3.6 void LLGL::RenderingDebugger::Message::IncOccurrence () [protected]

9.25.3.7 bool LLGL::RenderingDebugger::Message::IsBlocked () const [inline]

9.25.3.8 Message& LLGL::RenderingDebugger::Message::operator= (const Message &) [default]

9.25.4 Friends And Related Function Documentation

9.25.4.1 friend class [RenderingDebugger](#) [friend]

The documentation for this class was generated from the following file:

- [RenderingDebugger.h](#)

9.26 LLGL::MultiSamplingDescriptor Struct Reference

Multi-sampling descriptor structure.

```
#include <GraphicsPipelineFlags.h>
```

Public Member Functions

- [MultiSamplingDescriptor](#) ()=default
- [MultiSamplingDescriptor](#) (unsigned int *samples*)

Public Attributes

- bool *enabled* = false
Specifies whether multi-sampling is enabled or disabled. By default disabled.
- unsigned int *samples* = 1
Number of samples used for multi-sampling. By default 1.

9.26.1 Detailed Description

Multi-sampling descriptor structure.

9.26.2 Constructor & Destructor Documentation

9.26.2.1 LLGL::MultiSamplingDescriptor::MultiSamplingDescriptor () [default]

9.26.2.2 LLGL::MultiSamplingDescriptor::MultiSamplingDescriptor (unsigned int *samples*) [inline]

9.26.3 Member Data Documentation

9.26.3.1 bool LLGL::MultiSamplingDescriptor::enabled = false

Specifies whether multi-sampling is enabled or disabled. By default disabled.

9.26.3.2 unsigned int LLGL::MultiSamplingDescriptor::samples = 1

Number of samples used for multi-sampling. By default 1.

The documentation for this struct was generated from the following file:

- [GraphicsPipelineFlags.h](#)

9.27 LLGL::NativeContextHandle Struct Reference

Linux native context handle structure.

```
#include <LinuxNativeHandle.h>
```

Public Attributes

- `::Display *` [display](#)
- `::Window` [parentWindow](#)
- `::XVisualInfo *` [visual](#)
- `::Colormap` [colorMap](#)
- `int` [screen](#)
- `NSWindow *` [parentWindow](#)
- `HWND` [parentWindow](#)

9.27.1 Detailed Description

Linux native context handle structure.

Win32 native context handle structure.

MacOS native context handle structure.

9.27.2 Member Data Documentation

9.27.2.1 `::Colormap` `LLGL::NativeContextHandle::colorMap`

9.27.2.2 `::Display*` `LLGL::NativeContextHandle::display`

9.27.2.3 `HWND` `LLGL::NativeContextHandle::parentWindow`

9.27.2.4 `NSWindow*` `LLGL::NativeContextHandle::parentWindow`

9.27.2.5 `::Window` `LLGL::NativeContextHandle::parentWindow`

9.27.2.6 `int` `LLGL::NativeContextHandle::screen`

9.27.2.7 `::XVisualInfo*` `LLGL::NativeContextHandle::visual`

The documentation for this struct was generated from the following files:

- [LinuxNativeHandle.h](#)
- [MacOSNativeHandle.h](#)
- [Win32NativeHandle.h](#)

9.28 LLGL::NativeHandle Struct Reference

Linux native handle structure.

```
#include <LinuxNativeHandle.h>
```

Public Attributes

- `::Display *` [display](#)
- `::Window` [window](#)
- `::XVisualInfo *` [visual](#)
- `NSWindow *` [window](#)
- `HWND` [window](#)

9.28.1 Detailed Description

Linux native handle structure.

Win32 native handle structure.

MacOS native handle structure.

9.28.2 Member Data Documentation

9.28.2.1 `::Display*` `LLGL::NativeHandle::display`

9.28.2.2 `::XVisualInfo*` `LLGL::NativeHandle::visual`

9.28.2.3 `NSWindow*` `LLGL::NativeHandle::window`

9.28.2.4 `HWND` `LLGL::NativeHandle::window`

9.28.2.5 `::Window` `LLGL::NativeHandle::window`

The documentation for this struct was generated from the following files:

- [LinuxNativeHandle.h](#)
- [MacOSNativeHandle.h](#)
- [Win32NativeHandle.h](#)

9.29 LLGL::ProfileOpenGLDescriptor Struct Reference

OpenGL profile descriptor structure.

```
#include <RenderContextDescriptor.h>
```

Public Attributes

- bool [extProfile](#) = false
Specifies whether an extended renderer profile is to be used. By default false.
- bool [coreProfile](#) = false
Specifies whether to use 'OpenGL Core Profile', instead of 'OpenGL Compatibility Profile'. By default disabled.
- bool [debugDump](#) = false
Specifies whether the hardware renderer will produce debug dump. By default disabled.
- [OpenGLVersion version](#) = [OpenGLVersion::OpenGL_Latest](#)
OpenGL version to create the render context with.

9.29.1 Detailed Description

OpenGL profile descriptor structure.

9.29.2 Member Data Documentation

9.29.2.1 bool LLGL::ProfileOpenGLDescriptor::coreProfile = false

Specifies whether to use 'OpenGL Core Profile', instead of 'OpenGL Compatibility Profile'. By default disabled.

Remarks

This requires 'extProfile' to be enabled.

9.29.2.2 bool LLGL::ProfileOpenGLDescriptor::debugDump = false

Specifies whether the hardware renderer will produce debug dump. By default disabled.

9.29.2.3 bool LLGL::ProfileOpenGLDescriptor::extProfile = false

Specifies whether an extended renderer profile is to be used. By default false.

9.29.2.4 OpenGLVersion LLGL::ProfileOpenGLDescriptor::version = OpenGLVersion::OpenGL_Latest

OpenGL version to create the render context with.

Remarks

This required 'coreProfile' to be enabled.

The documentation for this struct was generated from the following file:

- [RenderContextDescriptor.h](#)

9.30 LLGL::Query Class Reference

[Query](#) interface.

```
#include <Query.h>
```

Public Member Functions

- [Query](#) (const [Query](#) &)=delete
- [Query](#) & [operator=](#) (const [Query](#) &)=delete
- virtual [~Query](#) ()
- [QueryType](#) [GetType](#) () const

Returns the type of this query.

Protected Member Functions

- [Query](#) (const [QueryType](#) type)

9.30.1 Detailed Description

[Query](#) interface.

9.30.2 Constructor & Destructor Documentation

9.30.2.1 LLGL::Query::Query (const [Query](#) &) [delete]

9.30.2.2 virtual LLGL::Query::~~Query () [virtual]

9.30.2.3 LLGL::Query::Query (const [QueryType](#) type) [protected]

9.30.3 Member Function Documentation

9.30.3.1 [QueryType](#) LLGL::Query::GetType () const [inline]

Returns the type of this query.

9.30.3.2 [Query](#)& LLGL::Query::operator= (const [Query](#) &) [delete]

The documentation for this class was generated from the following file:

- [Query.h](#)

9.31 LLGL::QueryDescriptor Struct Reference

[Query](#) descriptor structure.

```
#include <QueryFlags.h>
```

Public Member Functions

- [QueryDescriptor](#) ()=default
- [QueryDescriptor](#) ([QueryType](#) type, bool [renderCondition](#)=false)

Public Attributes

- [QueryType](#) type = [QueryType::SamplesPassed](#)
Specifies the type of the query. By default [QueryType::SamplesPassed](#) (occlusion query).
- bool [renderCondition](#) = false
Specifies whether the query is to be used as a render condition. By default false.

9.31.1 Detailed Description

[Query](#) descriptor structure.

9.31.2 Constructor & Destructor Documentation

9.31.2.1 LLGL::QueryDescriptor::QueryDescriptor () [default]

9.31.2.2 LLGL::QueryDescriptor::QueryDescriptor ([QueryType](#) type, bool [renderCondition](#) = false) [inline]

9.31.3 Member Data Documentation

9.31.3.1 bool LLGL::QueryDescriptor::renderCondition = false

Specifies whether the query is to be used as a render condition. By default false.

Remarks

If this is true, 'type' can only have one of the following values: [QueryType::SamplesPassed](#), [QueryType::Any↔SamplesPassed](#), [QueryType::AnySamplesPassedConservative](#), or [QueryType::StreamOutOverflow](#).

9.31.3.2 [QueryType](#) LLGL::QueryDescriptor::type = [QueryType::SamplesPassed](#)

Specifies the type of the query. By default [QueryType::SamplesPassed](#) (occlusion query).

The documentation for this struct was generated from the following file:

- [QueryFlags.h](#)

9.32 LLGL::RasterizerDescriptor Struct Reference

Rasterizer state descriptor structure.

```
#include <GraphicsPipelineFlags.h>
```

Public Attributes

- [PolygonMode](#) `polygonMode` = [PolygonMode::Fill](#)
Polygon render mode. By default [PolygonMode::Fill](#).
- [CullMode](#) `cullMode` = [CullMode::Disabled](#)
Polygon face culling mode. By default [CullMode::Disabled](#).
- `int` [depthBias](#) = 0
- `float` [depthBiasClamp](#) = 0.0f
- `float` [slopeScaledDepthBias](#) = 0.0f
- [MultiSamplingDescriptor](#) `multiSampling`
(Multi-)sampling descriptor.
- `bool` [frontCCW](#) = false
If true, front facing polygons are in counter-clock-wise winding, otherwise in clock-wise winding.
- `bool` [depthClampEnabled](#) = false
- `bool` [scissorTestEnabled](#) = false
Specifies whether scissor test is enabled or disabled. By default disabled.
- `bool` [antiAliasedLineEnabled](#) = false
Specifies whether lines are rendered with or without anti-aliasing. By default disabled.
- `bool` [conservativeRasterization](#) = false
If ture, conservative rasterization is enabled.

9.32.1 Detailed Description

Rasterizer state descriptor structure.

9.32.2 Member Data Documentation

9.32.2.1 `bool LLGL::RasterizerDescriptor::antiAliasedLineEnabled = false`

Specifies whether lines are rendered with or without anti-aliasing. By default disabled.

9.32.2.2 `bool LLGL::RasterizerDescriptor::conservativeRasterization = false`

If ture, conservative rasterization is enabled.

Note

Only supported with: Direct3D 12 (or OpenGL if the extension "GL_NV_conservative_raster" or "GL_INTE↵
L_conservative_rasterization" is supported).

See also

https://www.opengl.org/registry/specs/NV/conservative_raster.txt
[https://www.opengl.org/registry/specs/INTEL/conservative_rasterization.↵
txt](https://www.opengl.org/registry/specs/INTEL/conservative_rasterization.↵
txt)

9.32.2.3 CullMode LLGL::RasterizerDescriptor::cullMode = CullMode::Disabled

Polygon face culling mode. By default [CullMode::Disabled](#).

9.32.2.4 int LLGL::RasterizerDescriptor::depthBias = 0

9.32.2.5 float LLGL::RasterizerDescriptor::depthBiasClamp = 0.0f

9.32.2.6 bool LLGL::RasterizerDescriptor::depthClampEnabled = false

9.32.2.7 bool LLGL::RasterizerDescriptor::frontCCW = false

If true, front facing polygons are in counter-clock-wise winding, otherwise in clock-wise winding.

9.32.2.8 MultiSamplingDescriptor LLGL::RasterizerDescriptor::multiSampling

(Multi-)sampling descriptor.

9.32.2.9 PolygonMode LLGL::RasterizerDescriptor::polygonMode = PolygonMode::Fill

Polygon render mode. By default [PolygonMode::Fill](#).

9.32.2.10 bool LLGL::RasterizerDescriptor::scissorTestEnabled = false

Specifies whether scissor test is enabled or disabled. By default disabled.

9.32.2.11 float LLGL::RasterizerDescriptor::slopeScaledDepthBias = 0.0f

The documentation for this struct was generated from the following file:

- [GraphicsPipelineFlags.h](#)

9.33 LLGL::RenderContext Class Reference

Render context interface.

```
#include <RenderContext.h>
```

Public Member Functions

- [RenderContext](#) (const [RenderContext](#) &)=delete
- [RenderContext](#) & operator= (const [RenderContext](#) &)=delete
- virtual [~RenderContext](#) ()
- virtual void [Present](#) ()=0
Presents the back buffer on this render context.
- [Window](#) & [GetWindow](#) () const
Returns the window which is used to draw all content.
- virtual void [SetVideoMode](#) (const [VideoModeDescriptor](#) &videoModeDesc)
Sets the new video mode for this render context.
- virtual void [SetVsync](#) (const [VsyncDescriptor](#) &vsyncDesc)=0
Sets the new vertical-synchronization (Vsync) configuration for this render context.
- const [VideoModeDescriptor](#) & [GetVideoMode](#) () const
Returns the video mode for this render context.

Protected Member Functions

- [RenderContext](#) ()=default
- void [SetWindow](#) (const std::shared_ptr< [Window](#) > &window, [VideoModeDescriptor](#) &videoModeDesc, const void *windowContext)
- void [ShareWindowAndVideoMode](#) ([RenderContext](#) &other)
Shares the window and video mode with another render context.

9.33.1 Detailed Description

Render context interface.

Remarks

Each render context has its own window and back buffer (or rather swap-chain) to draw into.

9.33.2 Constructor & Destructor Documentation

9.33.2.1 `LLGL::RenderContext::RenderContext (const RenderContext &)` `[delete]`

9.33.2.2 `virtual LLGL::RenderContext::~~RenderContext ()` `[virtual]`

9.33.2.3 `LLGL::RenderContext::RenderContext ()` `[protected]`, `[default]`

9.33.3 Member Function Documentation

9.33.3.1 `const VideoModeDescriptor& LLGL::RenderContext::GetVideoMode () const` `[inline]`

Returns the video mode for this render context.

9.33.3.2 **Window& LLGL::RenderContext::GetWindow () const** [inline]

Returns the window which is used to draw all content.

9.33.3.3 **RenderContext& LLGL::RenderContext::operator= (const RenderContext &)** [delete]

9.33.3.4 **virtual void LLGL::RenderContext::Present ()** [pure virtual]

Presents the back buffer on this render context.

9.33.3.5 **virtual void LLGL::RenderContext::SetVideoMode (const VideoModeDescriptor & videoModeDesc)**
[virtual]

Sets the new video mode for this render context.

Remarks

This may invalidate the currently set render target if the back buffer is required, so a subsequent call to "[↔](#) CommandBuffer::SetRenderContext" is required!

See also

CommandBuffer::SetRenderContext(RenderContext&)

9.33.3.6 **virtual void LLGL::RenderContext::SetVsync (const VsyncDescriptor & vsyncDesc)** [pure virtual]

Sets the new vertical-synchronization (Vsync) configuration for this render context.

9.33.3.7 **void LLGL::RenderContext::SetWindow (const std::shared_ptr< Window > & window, VideoModeDescriptor & videoModeDesc, const void * windowContext)** [protected]

9.33.3.8 **void LLGL::RenderContext::ShareWindowAndVideoMode (RenderContext & other)** [protected]

Shares the window and video mode with another render context.

Note

This is only used by the renderer debug layer.

The documentation for this class was generated from the following file:

- [RenderContext.h](#)

9.34 LLGL::RenderContextDescriptor Struct Reference

Render context descriptor structure.

```
#include <RenderContextDescriptor.h>
```

Public Attributes

- [VsyncDescriptor vsync](#)
Vertical-synchronization (Vsync) descriptor.
- [MultiSamplingDescriptor multiSampling](#)
Sampling descriptor.
- [VideoModeDescriptor videoMode](#)
Video mode descriptor.
- [ProfileOpenGLDescriptor profileOpenGL](#)
OpenGL profile descriptor (to switch between compatability or core profile).
- [DebugCallback debugCallback](#)
Debugging callback descriptor.

9.34.1 Detailed Description

Render context descriptor structure.

9.34.2 Member Data Documentation

9.34.2.1 DebugCallback LLGL::RenderContextDescriptor::debugCallback

Debugging callback descriptor.

9.34.2.2 MultiSamplingDescriptor LLGL::RenderContextDescriptor::multiSampling

Sampling descriptor.

9.34.2.3 ProfileOpenGLDescriptor LLGL::RenderContextDescriptor::profileOpenGL

OpenGL profile descriptor (to switch between compatability or core profile).

9.34.2.4 VideoModeDescriptor LLGL::RenderContextDescriptor::videoMode

Video mode descriptor.

9.34.2.5 VsyncDescriptor LLGL::RenderContextDescriptor::vsync

Vertical-synchronization (Vsync) descriptor.

The documentation for this struct was generated from the following file:

- [RenderContextDescriptor.h](#)

9.35 LLGL::RendererID Struct Reference

Renderer identification number enumeration.

```
#include <RenderSystemFlags.h>
```

Static Public Attributes

- static const unsigned int [OpenGL](#) = 0x00000001
ID number for the OpenGL renderer.
- static const unsigned int [Direct3D11](#) = 0x00000002
ID number for the Direct3D 11 renderer.
- static const unsigned int [Direct3D12](#) = 0x00000003
ID number for the Direct3D 12 renderer.
- static const unsigned int [Vulkan](#) = 0x00000004
ID number for the Vulkan renderer.

9.35.1 Detailed Description

Renderer identification number enumeration.

See also

[RendererInfo::rendererID](#)

9.35.2 Member Data Documentation

9.35.2.1 `const unsigned int LLGL::RendererID::Direct3D11 = 0x00000002` `[static]`

ID number for the Direct3D 11 renderer.

9.35.2.2 `const unsigned int LLGL::RendererID::Direct3D12 = 0x00000003` `[static]`

ID number for the Direct3D 12 renderer.

9.35.2.3 `const unsigned int LLGL::RendererID::OpenGL = 0x00000001` `[static]`

ID number for the OpenGL renderer.

9.35.2.4 `const unsigned int LLGL::RendererID::Vulkan = 0x00000004` `[static]`

ID number for the Vulkan renderer.

The documentation for this struct was generated from the following file:

- [RenderSystemFlags.h](#)

9.36 LLGL::RendererInfo Struct Reference

Renderer basic information structure.

```
#include <RenderSystemFlags.h>
```

Public Attributes

- `std::string` [rendererName](#)
Rendering API name and version (e.g. "OpenGL 4.5.0").
- `std::string` [deviceName](#)
Renderer device name (e.g. "GeForce GTX 1070/PCIe/SSE2").
- `std::string` [vendorName](#)
Vendor name of the renderer device (e.g. "NVIDIA Corporation").
- `std::string` [shadingLanguageName](#)
Shading language version (e.g. "GLSL 4.50").
- `unsigned int` [rendererID](#) = 0
Rendering API identification number.

9.36.1 Detailed Description

Renderer basic information structure.

9.36.2 Member Data Documentation

9.36.2.1 `std::string` `LLGL::RendererInfo::deviceName`

Renderer device name (e.g. "GeForce GTX 1070/PCIe/SSE2").

9.36.2.2 unsigned int LLGL::RendererInfo::rendererID = 0

Rendering API identification number.

Remarks

This can be value of the [RendererID](#) entries. Since the render system is modular, a new render system can use its own ID number.

See also

[RendererID](#)

9.36.2.3 std::string LLGL::RendererInfo::rendererName

Rendering API name and version (e.g. "OpenGL 4.5.0").

9.36.2.4 std::string LLGL::RendererInfo::shadingLanguageName

Shading language version (e.g. "GLSL 4.50").

9.36.2.5 std::string LLGL::RendererInfo::vendorName

Vendor name of the renderer device (e.g. "NVIDIA Corporation").

The documentation for this struct was generated from the following file:

- [RenderSystemFlags.h](#)

9.37 LLGL::RenderingCaps Struct Reference

Rendering capabilities structure.

```
#include <RenderSystemFlags.h>
```

Public Attributes

- `ScreenOrigin screenOrigin = ScreenOrigin::UpperLeft`
Screen coordinate system origin.
- `ClippingRange clippingRange = ClippingRange::ZeroToOne`
Clipping depth range.
- `ShadingLanguage shadingLanguage = ShadingLanguage::Unsupported`
Latest supported shading language.
- `bool hasRenderTargets = false`
Specifies whether render targets (also "frame buffer objects") are supported.
- `bool has3DTextures = false`
Specifies whether 3D textures are supported.
- `bool hasCubeTextures = false`
Specifies whether cube textures are supported.
- `bool hasTextureArrays = false`
Specifies whether 1D- and 2D array textures are supported.
- `bool hasCubeTextureArrays = false`
Specifies whether cube array textures are supported.
- `bool hasMultiSampleTextures = false`
Specifies whether multi-sample textures are supported.
- `bool hasSamplers = false`
Specifies whether samplers are supported.
- `bool hasConstantBuffers = false`
Specifies whether constant buffers (also "uniform buffer objects") are supported.
- `bool hasStorageBuffers = false`
Specifies whether storage buffers (also "read/write buffers") are supported.
- `bool hasUniforms = false`
Specifies whether individual shader uniforms are supported (typically only for OpenGL 2.0+).
- `bool hasGeometryShaders = false`
Specifies whether geometry shaders are supported.
- `bool hasTessellationShaders = false`
Specifies whether tessellation shaders are supported.
- `bool hasComputeShaders = false`
Specifies whether compute shaders are supported.
- `bool hasInstancing = false`
Specifies whether hardware instancing is supported.
- `bool hasOffsetInstancing = false`
Specifies whether hardware instancing with instance offsets is supported.
- `bool hasViewportArrays = false`
Specifies whether multiple viewports, depth-ranges, and scissors are supported at once.
- `bool hasConservativeRasterization = false`
Specifies whether conservative rasterization is supported.
- `bool hasStreamOutputs = false`
Specifies whether stream-output is supported.
- `unsigned int maxNumTextureArrayLayers = 0`
Specifies maximum number of texture array layers (for 1D-, 2D-, and cube textures).
- `unsigned int maxNumRenderTargetAttachments = 0`
Specifies maximum number of attachment points for each render target.
- `unsigned int maxConstantBufferSize = 0`
Specifies maximum size (in bytes) of each constant buffer.
- `int maxPatchVertices = 0`

- Specifies maximum number of patch control points.*
- int [max1DTextureSize](#) = 0
Specifies maximum size of each 1D texture.
- int [max2DTextureSize](#) = 0
Specifies maximum size of each 2D texture (for width and height).
- int [max3DTextureSize](#) = 0
Specifies maximum size of each 3D texture (for width, height, and depth).
- int [maxCubeTextureSize](#) = 0
Specifies maximum size of each cube texture (for width and height).
- int [maxAnisotropy](#) = 0
Specifies maximum anisotropy texture filter.
- Gs::Vector3ui [maxNumComputeShaderWorkGroups](#)
Specifies maximum number of work groups in a compute shader.
- Gs::Vector3ui [maxComputeShaderWorkGroupSize](#)
Specifies maximum work group size in a compute shader.

9.37.1 Detailed Description

Rendering capabilities structure.

9.37.2 Member Data Documentation

9.37.2.1 `ClippingRange` LLGL::RenderingCaps::clippingRange = `ClippingRange::ZeroToOne`

Clipping depth range.

9.37.2.2 `bool` LLGL::RenderingCaps::has3DTextures = `false`

Specifies whether 3D textures are supported.

See also

[TextureType::Texture3D](#)

9.37.2.3 `bool` LLGL::RenderingCaps::hasComputeShaders = `false`

Speciifes whether compute shaders are supported.

9.37.2.4 `bool` LLGL::RenderingCaps::hasConservativeRasterization = `false`

Specifies whether conservative rasterization is supported.

See also

[RasterizerDescriptor::conservativeRasterization](#)

9.37.2.5 `bool LLGL::RenderingCaps::hasConstantBuffers = false`

Specifies whether constant buffers (also "uniform buffer objects") are supported.

See also

[BufferType::Constant](#)

9.37.2.6 `bool LLGL::RenderingCaps::hasCubeTextureArrays = false`

Specifies whether cube array textures are supported.

See also

[TextureType::TextureCubeArray](#)

9.37.2.7 `bool LLGL::RenderingCaps::hasCubeTextures = false`

Specifies whether cube textures are supported.

See also

[TextureType::TextureCube](#)

9.37.2.8 `bool LLGL::RenderingCaps::hasGeometryShaders = false`

Specifies whether geometry shaders are supported.

9.37.2.9 `bool LLGL::RenderingCaps::hasInstancing = false`

Specifies whether hardware instancing is supported.

See also

`RenderContext::DrawInstanced(unsigned int, unsigned int, unsigned int)`

`RenderContext::DrawIndexedInstanced(unsigned int, unsigned int, unsigned int)`

`RenderContext::DrawIndexedInstanced(unsigned int, unsigned int, unsigned int, int)`

9.37.2.10 `bool LLGL::RenderingCaps::hasMultiSampleTextures = false`

Specifies whether multi-sample textures are supported.

See also

[TextureType::Texture2DMS](#)

[TextureType::Texture2DMSArray](#)

9.37.2.11 bool LLGL::RenderingCaps::hasOffsetInstancing = false

Specifies whether hardware instancing with instance offsets is supported.

See also

[RenderContext::DrawInstanced\(unsigned int, unsigned int, unsigned int, unsigned int\)](#)

[RenderContext::DrawIndexedInstanced\(unsigned int, unsigned int, unsigned int, int, unsigned int\)](#)

9.37.2.12 bool LLGL::RenderingCaps::hasRenderTargets = false

Specifies whether render targets (also "frame buffer objects") are supported.

9.37.2.13 bool LLGL::RenderingCaps::hasSamplers = false

Specifies whether samplers are supported.

9.37.2.14 bool LLGL::RenderingCaps::hasStorageBuffers = false

Specifies whether storage buffers (also "read/write buffers") are supported.

See also

[BufferType::Storage](#)

9.37.2.15 bool LLGL::RenderingCaps::hasStreamOutputs = false

Specifies whether stream-output is supported.

See also

[ShaderSource::streamOutput](#)

[CommandBuffer::BeginStreamOutput](#)

9.37.2.16 bool LLGL::RenderingCaps::hasTessellationShaders = false

Specifies whether tessellation shaders are supported.

9.37.2.17 bool LLGL::RenderingCaps::hasTextureArrays = false

Specifies whether 1D- and 2D array textures are supported.

See also

[TextureType::Texture1DArray](#)

[TextureType::Texture2DArray](#)

9.37.2.18 `bool LLGL::RenderingCaps::hasUniforms = false`

Specifies whether individual shader uniforms are supported (typically only for OpenGL 2.0+).

See also

[ShaderProgram::LockShaderUniform](#)

9.37.2.19 `bool LLGL::RenderingCaps::hasViewportArrays = false`

Specifies whether multiple viewports, depth-ranges, and scissors are supported at once.

9.37.2.20 `int LLGL::RenderingCaps::max1DTextureSize = 0`

Specifies maximum size of each 1D texture.

9.37.2.21 `int LLGL::RenderingCaps::max2DTextureSize = 0`

Specifies maximum size of each 2D texture (for width and height).

9.37.2.22 `int LLGL::RenderingCaps::max3DTextureSize = 0`

Specifies maximum size of each 3D texture (for width, height, and depth).

9.37.2.23 `int LLGL::RenderingCaps::maxAnisotropy = 0`

Specifies maximum anisotropy texture filter.

See also

[SamplerDescriptor::maxAnisotropy](#)

9.37.2.24 `Gs::Vector3ui LLGL::RenderingCaps::maxComputeShaderWorkGroupSize`

Specifies maximum work group size in a compute shader.

9.37.2.25 `unsigned int LLGL::RenderingCaps::maxConstantBufferSize = 0`

Specifies maximum size (in bytes) of each constant buffer.

9.37.2.26 `int LLGL::RenderingCaps::maxCubeTextureSize = 0`

Specifies maximum size of each cube texture (for width and height).

9.37.2.27 Gs::Vector3ui LLGL::RenderingCaps::maxNumComputeShaderWorkGroups

Specifies maximum number of work groups in a compute shader.

See also

RenderContext::DispatchCompute

9.37.2.28 unsigned int LLGL::RenderingCaps::maxNumRenderTargetAttachments = 0

Specifies maximum number of attachment points for each render target.

9.37.2.29 unsigned int LLGL::RenderingCaps::maxNumTextureArrayLayers = 0

Specifies maximum number of texture array layers (for 1D-, 2D-, and cube textures).

9.37.2.30 int LLGL::RenderingCaps::maxPatchVertices = 0

Specifies maximum number of patch control points.

9.37.2.31 ScreenOrigin LLGL::RenderingCaps::screenOrigin = ScreenOrigin::UpperLeft

Screen coordinate system origin.

Remarks

This determines the coordinate space of viewports, scissors, and framebuffers.

9.37.2.32 ShadingLanguage LLGL::RenderingCaps::shadingLanguage = ShadingLanguage::Unsupported

Latest supported shading language.

The documentation for this struct was generated from the following file:

- [RenderSystemFlags.h](#)

9.38 LLGL::RenderingDebugger Class Reference

Rendering debugger interface.

```
#include <RenderingDebugger.h>
```

Classes

- class [Message](#)
Rendering debugger message class.

Public Member Functions

- virtual [~RenderingDebugger](#) ()
- void [PostError](#) ([ErrorType](#) type, const std::string &message, const std::string &source)
Posts an error message.
- void [PostWarning](#) ([WarningType](#) type, const std::string &message, const std::string &source)
Posts a warning message.

Protected Member Functions

- [RenderingDebugger](#) ()=default
- virtual void [OnError](#) ([ErrorType](#) type, [Message](#) &message)
- virtual void [OnWarning](#) ([WarningType](#) type, [Message](#) &message)

9.38.1 Detailed Description

Rendering debugger interface.

Remarks

This can be used to profile the renderer draw calls and buffer updates.

9.38.2 Constructor & Destructor Documentation

9.38.2.1 virtual LLGL::RenderingDebugger::~RenderingDebugger () [virtual]

9.38.2.2 LLGL::RenderingDebugger::RenderingDebugger () [protected],[default]

9.38.3 Member Function Documentation

9.38.3.1 virtual void LLGL::RenderingDebugger::OnError ([ErrorType](#) type, [Message](#) & message) [protected],[virtual]

9.38.3.2 virtual void LLGL::RenderingDebugger::OnWarning ([WarningType](#) type, [Message](#) & message) [protected],[virtual]

9.38.3.3 void LLGL::RenderingDebugger::PostError ([ErrorType](#) type, const std::string & message, const std::string & source)

Posts an error message.

Parameters

in	<i>type</i>	Specifies the type of error.
in	<i>message</i>	Specifies the string which describes the failure.
in	<i>source</i>	Specifies the string which describes the source (typically the function where the failure happend).

9.38.3.4 void LLGL::RenderingDebugger::PostWarning (WarningType *type*, const std::string & *message*, const std::string & *source*)

Posts a warning message.

Parameters

in	<i>type</i>	Specifies the type of error.
in	<i>message</i>	Specifies the string which describes the warning.
in	<i>source</i>	Specifies the string which describes the source (typically the function where the failure happend).

The documentation for this class was generated from the following file:

- [RenderingDebugger.h](#)

9.39 LLGL::RenderingProfiler Class Reference

Rendering profiler model class.

```
#include <RenderingProfiler.h>
```

Classes

- class [Counter](#)
Profiling counter class.

Public Member Functions

- void [ResetCounters](#) ()
Resets all counters.
- void [RecordDrawCall](#) (const [PrimitiveTopology](#) topology, [Counter::ValueType](#) numVertices)
- void [RecordDrawCall](#) (const [PrimitiveTopology](#) topology, [Counter::ValueType](#) numVertices, [Counter::ValueType](#) numInstances)

Public Attributes

- [Counter writeBuffer](#)
Counter for buffer writings.
- [Counter mapBuffer](#)
Counter for buffer mappings.
- [Counter setVertexBuffer](#)
Counter for vertex buffer bindings.
- [Counter setIndexBuffer](#)
Counter for index buffer bindings.
- [Counter setConstantBuffer](#)
Counter for constant buffer bindings.
- [Counter setStorageBuffer](#)
Counter for storage buffer bindings.
- [Counter setStreamOutputBuffer](#)
Counter for stream-output buffer bindings.
- [Counter setGraphicsPipeline](#)
Counter for graphics pipeline bindings.
- [Counter setComputePipeline](#)
Counter for compute pipeline bindings.
- [Counter setTexture](#)
Counter for texture bindings.
- [Counter setSampler](#)
Counter for sampler bindings.
- [Counter setRenderTarget](#)
Counter for render target bindings.
- [Counter drawCalls](#)
Counter for draw calls.
- [Counter dispatchComputeCalls](#)
Counter for dispatch compute calls.
- [Counter renderedPoints](#)
Counter for rendered point primitives.
- [Counter renderedLines](#)
Counter for rendered line primitives.
- [Counter renderedTriangles](#)
Counter for rendered triangle primitives.
- [Counter renderedPatches](#)
Counter for rendered patch primitives.

9.39.1 Detailed Description

Rendering profiler model class.

Remarks

This can be used to profile the renderer draw calls and buffer updates.

9.39.2 Member Function Documentation

9.39.2.1 void LLGL::RenderingProfiler::RecordDrawCall (const PrimitiveTopology *topology*, Counter::ValueType *numVertices*)

9.39.2.2 void LLGL::RenderingProfiler::RecordDrawCall (const PrimitiveTopology *topology*, Counter::ValueType *numVertices*, Counter::ValueType *numInstances*)

9.39.2.3 void LLGL::RenderingProfiler::ResetCounters ()

Resets all counters.

See also

[Counter::Reset](#)

9.39.3 Member Data Documentation

9.39.3.1 Counter LLGL::RenderingProfiler::dispatchComputeCalls

[Counter](#) for dispatch compute calls.

See also

[CommandBuffer::DispatchCompute](#)

9.39.3.2 Counter LLGL::RenderingProfiler::drawCalls

[Counter](#) for draw calls.

See also

[CommandBuffer.Draw](#)
[CommandBuffer.DrawIndexed](#)
[CommandBuffer.DrawInstanced](#)
[CommandBuffer.DrawIndexedInstanced](#)

9.39.3.3 Counter LLGL::RenderingProfiler::mapBuffer

[Counter](#) for buffer mappings.

See also

[RenderSystem::MapBuffer](#)

9.39.3.4 Counter LLGL::RenderingProfiler::renderedLines

[Counter](#) for rendered line primitives.

9.39.3.5 Counter LLGL::RenderingProfiler::renderedPatches

[Counter](#) for rendered patch primitives.

9.39.3.6 Counter LLGL::RenderingProfiler::renderedPoints

[Counter](#) for rendered point primitives.

9.39.3.7 Counter LLGL::RenderingProfiler::renderedTriangles

[Counter](#) for rendered triangle primitives.

9.39.3.8 Counter LLGL::RenderingProfiler::setComputePipeline

[Counter](#) for compute pipeline bindings.

See also

[CommandBuffer::SetComputePipeline](#)

9.39.3.9 Counter LLGL::RenderingProfiler::setConstantBuffer

[Counter](#) for constant buffer bindings.

See also

[CommandBuffer::SetConstantBuffer](#)

9.39.3.10 Counter LLGL::RenderingProfiler::setGraphicsPipeline

[Counter](#) for graphics pipeline bindings.

See also

[CommandBuffer::SetGraphicsPipeline](#)

9.39.3.11 Counter LLGL::RenderingProfiler::setIndexBuffer

[Counter](#) for index buffer bindings.

See also

[CommandBuffer::SetIndexBuffer](#)

9.39.3.12 Counter LLGL::RenderingProfiler::setRenderTarget

[Counter](#) for render target bindings.

See also

[CommandBuffer::SetRenderTarget](#)

9.39.3.13 Counter LLGL::RenderingProfiler::setSampler

[Counter](#) for sampler bindings.

See also

[CommandBuffer::SetSampler](#)

9.39.3.14 Counter LLGL::RenderingProfiler::setStorageBuffer

[Counter](#) for storage buffer bindings.

See also

[CommandBuffer::SetStorageBuffer](#)

9.39.3.15 Counter LLGL::RenderingProfiler::setStreamOutputBuffer

[Counter](#) for stream-output buffer bindings.

See also

[CommandBuffer::SetStreamOutputBuffer](#)

9.39.3.16 Counter LLGL::RenderingProfiler::setTexture

[Counter](#) for texture bindings.

See also

[CommandBuffer::SetTexture](#)

9.39.3.17 Counter LLGL::RenderingProfiler::setVertexBuffer

[Counter](#) for vertex buffer bindings.

See also

[CommandBuffer::SetVertexBuffer](#)

9.39.3.18 Counter LLGL::RenderingProfiler::writeBuffer

[Counter](#) for buffer writings.

See also

[RenderSystem::WriteBuffer](#)

The documentation for this class was generated from the following file:

- [RenderingProfiler.h](#)

9.40 LLGL::RenderSystem Class Reference

Render system interface.

```
#include <RenderSystem.h>
```

Public Member Functions

- [RenderSystem](#) (const [RenderSystem](#) &)=delete
- [RenderSystem](#) & [operator=](#) (const [RenderSystem](#) &)=delete
- virtual [~RenderSystem](#) ()
- const std::string & [GetName](#) () const
Returns the name of this render system.
- const [RendererInfo](#) & [GetRendererInfo](#) () const
Returns basic renderer information.
- const [RenderingCaps](#) & [GetRenderingCaps](#) () const
Returns the rendering capabilities.
- virtual void [SetConfiguration](#) (const [RenderSystemConfiguration](#) &config)
Sets the basic configuration.
- const [RenderSystemConfiguration](#) & [GetConfiguration](#) () const
Returns the basic configuration.
- virtual [RenderContext](#) * [CreateRenderContext](#) (const [RenderContextDescriptor](#) &desc, const std::shared_ptr< [Window](#) > &window=nullptr)=0
Creates a new render context and returns the raw pointer.
- virtual void [Release](#) ([RenderContext](#) &renderContext)=0
Releases the specified render context. This will all release all resources, that are associated with this render context.
- virtual [CommandBuffer](#) * [CreateCommandBuffer](#) ()=0

- Creates a new command buffer.*

 - virtual void [Release](#) ([CommandBuffer](#) &commandBuffer)=0

Releases the specified command buffer.
- virtual [Buffer](#) * [CreateBuffer](#) (const [BufferDescriptor](#) &desc, const void *initialData=nullptr)=0

Creates a new generic hardware buffer.
- virtual [BufferArray](#) * [CreateBufferArray](#) (unsigned int numBuffers, [Buffer](#) *const *bufferArray)=0

Creates a new buffer array.
- virtual void [Release](#) ([Buffer](#) &buffer)=0

Releases the specified buffer object.
- virtual void [Release](#) ([BufferArray](#) &bufferArray)=0

Releases the specified buffer array object.
- virtual void [WriteBuffer](#) ([Buffer](#) &buffer, const void *data, std::size_t dataSize, std::size_t offset)=0

Updates the data of the specified buffer.
- virtual void * [MapBuffer](#) ([Buffer](#) &buffer, const [BufferCPUAccess](#) access)=0

Maps the specified buffer from GPU to CPU memory space.
- virtual void [UnmapBuffer](#) ([Buffer](#) &buffer)=0

Unmaps the specified buffer.
- virtual [Texture](#) * [CreateTexture](#) (const [TextureDescriptor](#) &textureDesc, const [ImageDescriptor](#) *imageDesc=nullptr)=0

Creates a new texture.
- virtual [TextureArray](#) * [CreateTextureArray](#) (unsigned int numTextures, [Texture](#) *const *textureArray)=0

Creates a new texture array.
- virtual void [Release](#) ([Texture](#) &texture)=0

Releases the specified texture object.
- virtual void [Release](#) ([TextureArray](#) &textureArray)=0

Releases the specified texture array object.
- virtual [TextureDescriptor](#) [QueryTextureDescriptor](#) (const [Texture](#) &texture)=0

Queries a descriptor of the specified texture.
- virtual void [WriteTexture](#) ([Texture](#) &texture, const [SubTextureDescriptor](#) &subTextureDesc, const [ImageDescriptor](#) &imageDesc)=0

Updates the image data of the specified texture.
- virtual void [ReadTexture](#) (const [Texture](#) &texture, int mipLevel, [ImageFormat](#) imageFormat, [DataType](#) dataType, void *buffer)=0

Reads the image data from the specified texture.
- virtual void [GenerateMips](#) ([Texture](#) &texture)=0

Generates the MIP ("Multum in Parvo") maps for the specified texture.
- virtual [Sampler](#) * [CreateSampler](#) (const [SamplerDescriptor](#) &desc)=0

Creates a new [Sampler](#) object.
- virtual void [Release](#) ([Sampler](#) &sampler)=0

Releases the specified [Sampler](#) object. After this call, the specified object must no longer be used.
- virtual [RenderTarget](#) * [CreateRenderTarget](#) (unsigned int multiSamples=0)=0

Creates a new [RenderTarget](#) object with the specified number of samples.
- virtual void [Release](#) ([RenderTarget](#) &renderTarget)=0

Releases the specified [RenderTarget](#) object. After this call, the specified object must no longer be used.
- virtual [Shader](#) * [CreateShader](#) (const [ShaderType](#) type)=0

Creates a new and empty shader.
- virtual [ShaderProgram](#) * [CreateShaderProgram](#) ()=0

Creates a new and empty shader program.
- virtual void [Release](#) ([Shader](#) &shader)=0
- virtual void [Release](#) ([ShaderProgram](#) &shaderProgram)=0
- virtual [GraphicsPipeline](#) * [CreateGraphicsPipeline](#) (const [GraphicsPipelineDescriptor](#) &desc)=0

Creates a new and initialized graphics pipeline state object.

- virtual [ComputePipeline](#) * [CreateComputePipeline](#) (const [ComputePipelineDescriptor](#) &desc)=0

Creates a new and initialized compute pipeline state object.

- virtual void [Release](#) ([GraphicsPipeline](#) &graphicsPipeline)=0
- virtual void [Release](#) ([ComputePipeline](#) &computePipeline)=0
- virtual [Query](#) * [CreateQuery](#) (const [QueryDescriptor](#) &desc)=0

Creates a new query.

- virtual void [Release](#) ([Query](#) &query)=0

Static Public Member Functions

- static std::vector< std::string > [FindModules](#) ()

Returns the list of all available render system modules for the current platform (e.g. on Windows this might be { "OpenGL", "Direct3D11", "Direct3D12" }, but on MacOS it might be only { "OpenGL" }).

- static std::shared_ptr< [RenderSystem](#) > [Load](#) (const std::string &moduleName, [RenderingProfiler](#) *profiler=nullptr, [RenderingDebugger](#) *debugger=nullptr)

Loads a new render system from the specified module.

Protected Member Functions

- [RenderSystem](#) ()=default

- void [SetRendererInfo](#) (const [RendererInfo](#) &info)

Sets the renderer information.

- void [SetRenderingCaps](#) (const [RenderingCaps](#) &caps)

Sets the rendering capabilities.

- std::vector< [ColorRGBAub](#) > [GetDefaultTextureImageRGBAub](#) (int numPixels) const

Creates an RGBA unsigned-byte image buffer for the specified number of pixels.

- void [AssertCreateBuffer](#) (const [BufferDescriptor](#) &desc)

Validates the specified buffer descriptor to be used for buffer creation.

- void [AssertCreateBufferArray](#) (unsigned int numBuffers, [Buffer](#) *const *bufferArray)

Validates the specified arguments to be used for buffer array creation.

- void [AssertCreateTextureArray](#) (unsigned int numTextures, [Texture](#) *const *textureArray)

Validates the specified arguments to be used for texture array creation.

9.40.1 Detailed Description

Render system interface.

Remarks

This is the main interface for the entire renderer. It manages the ownership of all graphics objects and is used to create, modify, and delete all those objects. The main functions for most graphics objects are "Create...", "Write...", and "Release":

```
// Create and initialize vertex buffer
LLGL::BufferDescriptor bufferDesc;
//fill descriptor ...
auto vertexBuffer = renderSystem->CreateBuffer(*buffer, bufferDesc, initialData);

// Modify data
renderSystem->WriteBuffer(*buffer, modificationData, ...);

// Release object
renderSystem->Release(*buffer);
```

9.40.2 Constructor & Destructor Documentation

9.40.2.1 LLGL::RenderSystem::RenderSystem (const RenderSystem &) [delete]

9.40.2.2 virtual LLGL::RenderSystem::~~RenderSystem () [virtual]

9.40.2.3 LLGL::RenderSystem::RenderSystem () [protected],[default]

9.40.3 Member Function Documentation

9.40.3.1 void LLGL::RenderSystem::AssertCreateBuffer (const BufferDescriptor & desc) [protected]

Validates the specified buffer descriptor to be used for buffer creation.

9.40.3.2 void LLGL::RenderSystem::AssertCreateBufferArray (unsigned int numBuffers, Buffer *const * bufferArray) [protected]

Validates the specified arguments to be used for buffer array creation.

9.40.3.3 void LLGL::RenderSystem::AssertCreateTextureArray (unsigned int numTextures, Texture *const * textureArray) [protected]

Validates the specified arguments to be used for texture array creation.

9.40.3.4 virtual Buffer* LLGL::RenderSystem::CreateBuffer (const BufferDescriptor & desc, const void * initData = nullptr) [pure virtual]

Creates a new generic hardware buffer.

Parameters

in	<i>desc</i>	Specifies the vertex buffer descriptor.
in	<i>initData</i>	Optional raw pointer to the data with which the buffer is to be initialized. This may also be null, to only initialize the size of the buffer. In this case, the buffer must be initialized with the "WriteBuffer" function before it is used for drawing operations. By default null.

See also

[WriteBuffer](#)

9.40.3.5 virtual BufferArray* LLGL::RenderSystem::CreateBufferArray (unsigned int numBuffers, Buffer *const * bufferArray) [pure virtual]

Creates a new buffer array.

Parameters

in	<i>numBuffers</i>	Specifies the number of buffers in the array. This must be greater than 0.
in	<i>bufferArray</i>	Pointer to an array of Buffer object pointers. This must not be null.

Remarks

This array can only contain buffers which are all from the same type, like an array of vertex buffers for instance. The buffers inside this array must persist as long as this buffer array is used, and the individual buffers are still required to read and write its data from and to the GPU.

Exceptions

<i>std::invalid_argument</i>	If 'numBuffers' is 0, if 'bufferArray' is null, if any of the pointers in the array are null, if not all buffers have the same type, or if the buffer array type is not one of these: BufferType::Vertex , BufferType::Constant , BufferType::Storage , or BufferType::StreamOutput .
------------------------------	---

9.40.3.6 `virtual CommandBuffer* LLGL::RenderSystem::CreateCommandBuffer () [pure virtual]`

Creates a new command buffer.

Remarks

Some render systems only support a single command buffer, such as OpenGL and Direct3D 11.

9.40.3.7 `virtual ComputePipeline* LLGL::RenderSystem::CreateComputePipeline (const ComputePipelineDescriptor & desc) [pure virtual]`

Creates a new and initialized compute pipeline state object.

Parameters

in	<i>desc</i>	Specifies the compute pipeline descriptor. This will describe the shader states. The "shaderProgram" member of the descriptor must never be null!
----	-------------	---

See also

[ComputePipelineDescriptor](#)

9.40.3.8 `virtual GraphicsPipeline* LLGL::RenderSystem::CreateGraphicsPipeline (const GraphicsPipelineDescriptor & desc) [pure virtual]`

Creates a new and initialized graphics pipeline state object.

Parameters

in	desc	
		Specifies the graphics pipeline descriptor. This will describe the entire pipeline state, i.e. the blending-, rasterizer-, depth-, stencil- and shader states. The "shaderProgram" member of the descriptor must never be null!

See also

[GraphicsPipelineDescriptor](#)

9.40.3.9 `virtual Query* LLGL::RenderSystem::CreateQuery (const QueryDescriptor & desc) [pure virtual]`

Creates a new query.

9.40.3.10 `virtual RenderContext* LLGL::RenderSystem::CreateRenderContext (const RenderContextDescriptor & desc, const std::shared_ptr< Window > & window = nullptr) [pure virtual]`

Creates a new render context and returns the raw pointer.

Remarks

The render system takes the ownership of this object. All render contexts are deleted in the destructor of this render system.

9.40.3.11 `virtual RenderTarget* LLGL::RenderSystem::CreateRenderTarget (unsigned int multiSamples = 0) [pure virtual]`

Creates a new [RenderTarget](#) object with the specified number of samples.

Exceptions

<code>std::runtime_error</code>	If the renderer does not support RenderTarget objects (e.g. if OpenGL 2.1 or lower is used).
---------------------------------	--

9.40.3.12 `virtual Sampler* LLGL::RenderSystem::CreateSampler (const SamplerDescriptor & desc) [pure virtual]`

Creates a new [Sampler](#) object.

Exceptions

<code>std::runtime_error</code>	If the renderer does not support Sampler objects (e.g. if OpenGL 3.1 or lower is used).
---------------------------------	---

See also

`RenderContext::QueryRenderingCaps`

9.40.3.13 `virtual Shader* LLGL::RenderSystem::CreateShader (const ShaderType type) [pure virtual]`

Creates a new and empty shader.

Parameters

in	<i>type</i>	Specifies the type of the shader, i.e. if it is either a vertex or fragment shader or the like.
----	-------------	---

See also

[Shader](#)

9.40.3.14 `virtual ShaderProgram* LLGL::RenderSystem::CreateShaderProgram () [pure virtual]`

Creates a new and empty shader program.

Remarks

At least one shader must be attached to a shader program to be used for a graphics or compute pipeline.

See also

[ShaderProgram](#)

9.40.3.15 `virtual Texture* LLGL::RenderSystem::CreateTexture (const TextureDescriptor & textureDesc, const ImageDescriptor * imageDesc = nullptr) [pure virtual]`

Creates a new texture.

Parameters

in	<i>textureDesc</i>	Specifies the texture descriptor.
in	<i>imageDesc</i>	Optional pointer to the image data descriptor. If this is null, the texture will be initialized with the currently configured default image color. If this is non-null, it is used to initialize the texture data. This parameter will be ignored if the texture type is a multi-sampled texture (i.e. TextureType::Texture2DMS or TextureType::Texture2DMSArray).

See also

[WriteTexture](#)

[RenderSystemConfiguration::defaultImageColor](#)

9.40.3.16 `virtual TextureArray* LLGL::RenderSystem::CreateTextureArray (unsigned int numTextures, Texture *const * textureArray) [pure virtual]`

Creates a new texture array.

Parameters

in	<i>numBuffers</i>	Specifies the number of buffers in the array. This must be greater than 0.
in	<i>bufferArray</i>	Pointer to an array of Buffer object pointers. Thist must not be null.

Remarks

This texture array is not an "array texture" (like [TextureType::Texture2DArray](#) for instance). It is just a container of multiple texture objects, which can be used to bind several hardware textures at once, to improve performance.

Exceptions

<i>std::invalid_argument</i>	If 'numTextures' is 0, if 'textureArray' is null, or if any of the pointers in the array are null.
------------------------------	--

9.40.3.17 `static std::vector<std::string> LLGL::RenderSystem::FindModules () [static]`

Returns the list of all available render system modules for the current platform (e.g. on Windows this might be { "OpenGL", "Direct3D11", "Direct3D12" }, but on MacOS it might be only { "OpenGL" }).

9.40.3.18 `virtual void LLGL::RenderSystem::GenerateMips (Texture & texture) [pure virtual]`

Generates the MIP ("Multum in Parvo") maps for the specified texture.

See also

https://developer.valvesoftware.com/wiki/MIP_Mapping

9.40.3.19 `const RenderSystemConfiguration& LLGL::RenderSystem::GetConfiguration () const [inline]`

Returns the basic configuration.

See also

[SetConfiguration](#)

9.40.3.20 `std::vector<ColorRGBAub> LLGL::RenderSystem::GetDefaultTextureImageRGBAub (int numPixels) const [protected]`

Creates an RGBA unsigned-byte image buffer for the specified number of pixels.

9.40.3.21 `const std::string& LLGL::RenderSystem::GetName () const [inline]`

Returns the name of this render system.

9.40.3.22 `const RendererInfo& LLGL::RenderSystem::GetRendererInfo () const [inline]`

Returns basic renderer information.

Remarks

The validity of these information is only guaranteed if this function is called after a valid render context has been created. Otherwise the behavior is undefined!

9.40.3.23 `const RenderingCaps& LLGL::RenderSystem::GetRenderingCaps () const [inline]`

Returns the rendering capabilities.

Remarks

The validity of these information is only guaranteed if this function is called after a valid render context has been created. Otherwise the behavior is undefined!

9.40.3.24 `static std::shared_ptr<RenderSystem> LLGL::RenderSystem::Load (const std::string & moduleName, RenderingProfiler * profiler = nullptr, RenderingDebugger * debugger = nullptr) [static]`

Loads a new render system from the specified module.

Parameters

in	<i>moduleName</i>	Specifies the name from which the new render system is to be loaded. This denotes a dynamic library (*.dll-files on Windows, *.so-files on Unix systems). If compiled in debug mode, the postfix "D" is appended to the module name. Moreover, the platform dependent file extension is always added automatically as well as the prefix "LLGL_", i.e. a module name "OpenGL" will be translated to "LLGL_OpenGLD.dll", if compiled on Windows in Debug mode.
in	<i>profiler</i>	Optional pointer to a rendering profiler. If this is used, the counters of the profiler must be reset manually. This is only supported if LLGL was compiled with the "LLGL_ENABLE_DEBUG_LAYER" flag.
in	<i>debugger</i>	Optional pointer to a rendering debugger. This is only supported if LLGL was compiled with the "LLGL_ENABLE_DEBUG_LAYER" flag.

Remarks

Usually the return type is a `std::unique_ptr`, but LLGL needs to keep track of the existence of this render system because only a single instance can be loaded at a time. So a `std::weak_ptr` is stored internally to check if it has been expired (see http://en.cppreference.com/w/cpp/memory/weak_ptr/expired), and this type can only refer to a `std::shared_ptr`.

Exceptions

<i>std::runtime_error</i>	If loading the render system from the specified module failed.
<i>std::runtime_error</i>	If there is already a loaded instance of a render system (make sure there are no more shared pointer references to the previous render system!)

9.40.3.25 `virtual void* LLGL::RenderSystem::MapBuffer (Buffer & buffer, const BufferCPUAccess access)` [pure virtual]

Maps the specified buffer from GPU to CPU memory space.

Parameters

in	<i>buffer</i>	Specifies the buffer which is to be mapped.
in	<i>access</i>	Specifies the CPU buffer access requirement, i.e. if the CPU can read and/or write the mapped memory.

Returns

Raw pointer to the mapped memory block. You should be aware of the storage buffer size, to not cause memory violations.

See also

[UnmapBuffer](#)

9.40.3.26 `RenderSystem& LLGL::RenderSystem::operator= (const RenderSystem &)` [delete]

9.40.3.27 `virtual TextureDescriptor LLGL::RenderSystem::QueryTextureDescriptor (const Texture & texture)` [pure virtual]

Queries a descriptor of the specified texture.

Remarks

This can be used to query the type and dimension size of the texture.

See also

[TextureDescriptor](#)

9.40.3.28 `virtual void LLGL::RenderSystem::ReadTexture (const Texture & texture, int mipLevel, ImageFormat imageFormat, DataType dataType, void* buffer)` [pure virtual]

Reads the image data from the specified texture.

Parameters

in	<i>texture</i>	Specifies the texture object to read from.
in	<i>mipLevel</i>	Specifies the MIP-level from which to read the image data.
in	<i>imageFormat</i>	Specifies the output image format.
in	<i>dataType</i>	Specifies the output data type.
out	<i>buffer</i>	Specifies the output image buffer. This must be a pointer to a memory block, which is large enough to fit all the image data.

Remarks

Depending on the image format, data type, and texture size, the output image container must be allocated with enough memory size. The "QueryTextureDescriptor" function can be used to determine the texture dimensions.

```
std::vector<LLGL::ColorRGBAub> image(textureWidth*textureHeight);
renderSystem->ReadTexture(texture, 0, LLGL::ImageFormat::RGBA,
    LLGL::DataType::UInt8, image.data());
```

See also

[QueryTextureDescriptor](#)

9.40.3.29 `virtual void LLGL::RenderSystem::Release (RenderContext & renderContext)` [pure virtual]

Releases the specified render context. This will all release all resources, that are associated with this render context.

9.40.3.30 `virtual void LLGL::RenderSystem::Release (CommandBuffer & commandBuffer)` [pure virtual]

Releases the specified command buffer.

9.40.3.31 `virtual void LLGL::RenderSystem::Release (Buffer & buffer)` [pure virtual]

Releases the specified buffer object.

9.40.3.32 `virtual void LLGL::RenderSystem::Release (BufferArray & bufferArray)` [pure virtual]

Releases the specified buffer array object.

9.40.3.33 `virtual void LLGL::RenderSystem::Release (Texture & texture)` [pure virtual]

Releases the specified texture object.

9.40.3.34 `virtual void LLGL::RenderSystem::Release (TextureArray & textureArray)` [pure virtual]

Releases the specified texture array object.

9.40.3.35 `virtual void LLGL::RenderSystem::Release (Sampler & sampler)` `[pure virtual]`

Releases the specified [Sampler](#) object. After this call, the specified object must no longer be used.

9.40.3.36 `virtual void LLGL::RenderSystem::Release (RenderTarget & renderTarget)` `[pure virtual]`

Releases the specified [RenderTarget](#) object. After this call, the specified object must no longer be used.

9.40.3.37 `virtual void LLGL::RenderSystem::Release (Shader & shader)` `[pure virtual]`

9.40.3.38 `virtual void LLGL::RenderSystem::Release (ShaderProgram & shaderProgram)` `[pure virtual]`

9.40.3.39 `virtual void LLGL::RenderSystem::Release (GraphicsPipeline & graphicsPipeline)` `[pure virtual]`

9.40.3.40 `virtual void LLGL::RenderSystem::Release (ComputePipeline & computePipeline)` `[pure virtual]`

9.40.3.41 `virtual void LLGL::RenderSystem::Release (Query & query)` `[pure virtual]`

9.40.3.42 `virtual void LLGL::RenderSystem::SetConfiguration (const RenderSystemConfiguration & config)`
`[virtual]`

Sets the basic configuration.

Remarks

This can be used to change the behavior of default initialization of textures for instance.

See also

[RenderSystemConfiguration](#)

9.40.3.43 `void LLGL::RenderSystem::SetRendererInfo (const RendererInfo & info)` `[protected]`

Sets the renderer information.

9.40.3.44 `void LLGL::RenderSystem::SetRenderingCaps (const RenderingCaps & caps)` `[protected]`

Sets the rendering capabilities.

9.40.3.45 `virtual void LLGL::RenderSystem::UnmapBuffer (Buffer & buffer)` `[pure virtual]`

Unmaps the specified buffer.

See also

[MapBuffer](#)

9.40.3.46 `virtual void LLGL::RenderSystem::WriteBuffer (Buffer & buffer, const void * data, std::size_t dataSize, std::size_t offset)` `[pure virtual]`

Updates the data of the specified buffer.

Parameters

in	<i>buffer</i>	Specifies the buffer whose data is to be updated.
in	<i>data</i>	Raw pointer to the data with which the buffer is to be updated. This must not be null!
in	<i>dataSize</i>	Specifies the size (in bytes) of the data block which is to be updated. This must be less then or equal to the size of the buffer.
in	<i>offset</i>	Specifies the offset (in bytes) at which the buffer is to be updated. This offset plus the data block size (i.e. 'offset + dataSize') must be less than or equal to the size of the buffer.

9.40.3.47 `virtual void LLGL::RenderSystem::WriteTexture (Texture & texture, const SubTextureDescriptor & subTextureDesc, const ImageDescriptor & imageDesc) [pure virtual]`

Updates the image data of the specified texture.

Parameters

in	<i>texture</i>	Specifies the texture whose data is to be updated.
in	<i>subTextureDesc</i>	Specifies the sub-texture descriptor.
in	<i>imageDesc</i>	Specifies the image data descriptor. Its "data" member must not be null!

Remarks

This function can only be used for non-multi-sample textures (i.e. from types other than [TextureType::Texture2DMS](#) and [TextureType::Texture2DMSArray](#)),

The documentation for this class was generated from the following file:

- [RenderSystem.h](#)

9.41 LLGL::RenderSystemConfiguration Struct Reference

Render system configuration structure.

```
#include <RenderSystemFlags.h>
```

Public Attributes

- [ColorRGBAub defaultImageColor](#) { 0, 0, 0, 0 }
Specifies the default color for an uninitialized textures. The default value is black (0, 0, 0, 0).
- `std::size_t threadCount` = `maxThreadCount`
Specifies the number of threads that will be used internally by the render system. By default `maxThreadCount`.

9.41.1 Detailed Description

Render system configuration structure.

9.41.2 Member Data Documentation

9.41.2.1 ColorRGBAub LLGL::RenderSystemConfiguration::defaultImageColor { 0, 0, 0, 0 }

Specifies the default color for an uninitialized textures. The default value is black (0, 0, 0, 0).

Remarks

This will be used when a texture is created and no initial image data is specified.

9.41.2.2 std::size_t LLGL::RenderSystemConfiguration::threadCount = maxThreadCount

Specifies the number of threads that will be used internally by the render system. By default maxThreadCount.

Remarks

This is mainly used by the Direct3D render systems, e.g. inside the "CreateTexture" and "WriteTexture" functions to convert the image data into the respective hardware texture format. OpenGL does this automatically.

See also

maxThreadCount

The documentation for this struct was generated from the following file:

- [RenderSystemFlags.h](#)

9.42 LLGL::RenderTarget Class Reference

Render target interface.

```
#include <RenderTarget.h>
```

Public Member Functions

- virtual [~RenderTarget](#) ()
- virtual void [AttachDepthBuffer](#) (const Gs::Vector2ui &size)=0
Attaches an internal depth buffer to this render target.
- virtual void [AttachStencilBuffer](#) (const Gs::Vector2ui &size)=0
Attaches an internal stencil buffer to this render target.
- virtual void [AttachDepthStencilBuffer](#) (const Gs::Vector2ui &size)=0
Attaches an internal depth-stencil buffer to this render target.
- virtual void [AttachTexture](#) ([Texture](#) &texture, const [RenderTargetAttachmentDescriptor](#) &attachmentDesc)=0
Attaches the specified texture to this render target.
- virtual void [DetachAll](#) ()=0
Detaches all textures and depth-stencil buffers from this render target.
- const Gs::Vector2ui & [GetResolution](#) () const
Returns the frame buffer resolution.

Protected Member Functions

- void [ApplyResolution](#) (const Gs::Vector2ui &resolution)
- void [ApplyMipResolution](#) ([Texture](#) &texture, unsigned int mipLevel)
- void [ResetResolution](#) ()

9.42.1 Detailed Description

Render target interface.

Remarks

A render target in the broader sense is a composition of [Texture](#) objects which can be specified as the destination for drawing operations. After a texture has been attached to a render target, its image content is undefined until something has been rendered into the render target.

9.42.2 Constructor & Destructor Documentation

9.42.2.1 virtual LLGL::RenderTarget::~RenderTarget () [virtual]

9.42.3 Member Function Documentation

9.42.3.1 void LLGL::RenderTarget::ApplyMipResolution ([Texture](#) & *texture*, unsigned int *mipLevel*) [protected]

9.42.3.2 void LLGL::RenderTarget::ApplyResolution (const Gs::Vector2ui & *resolution*) [protected]

9.42.3.3 virtual void LLGL::RenderTarget::AttachDepthBuffer (const Gs::Vector2ui & *size*) [pure virtual]

Attaches an internal depth buffer to this render target.

Parameters

in	size	Specifies the size of the depth buffer. This must be the same as for all other attachemnts.
----	------	---

Remarks

Only a single depth buffer, stencil buffer, or depth-stencil buffer can be attached.

See also

[AttachDepthStencilBuffer](#)

9.42.3.4 virtual void LLGL::RenderTarget::AttachDepthStencilBuffer (const Gs::Vector2ui & *size*) [pure virtual]

Attaches an internal depth-stencil buffer to this render target.

Remarks

Only a single depth buffer, stencil buffer, or depth-stencil buffer can be attached.

See also

[AttachDepthBuffer](#)

9.42.3.5 `virtual void LLGL::RenderTarget::AttachStencilBuffer (const Gs::Vector2ui & size) [pure virtual]`

Attaches an internal stencil buffer to this render target.

Remarks

Only a single depth buffer, stencil buffer, or depth-stencil buffer can be attached.

See also

[AttachDepthBuffer](#)

9.42.3.6 `virtual void LLGL::RenderTarget::AttachTexture (Texture & texture, const RenderTargetAttachmentDescriptor & attachmentDesc) [pure virtual]`

Attaches the specified texture to this render target.

Parameters

in	<i>attachmnetDesc</i>	Specifies the attachment descriptor. Unused members will be ignored, e.g. the 'layer' member is ignored when a non-array texture is passed.
----	-----------------------	---

Note

A mixed attachment of multi-sample and non-multi-sample textures to a render-target is currently only supported with: Direct3D 11.

9.42.3.7 `virtual void LLGL::RenderTarget::DetachAll () [pure virtual]`

Detaches all textures and depth-stencil buffers from this render target.

9.42.3.8 `const Gs::Vector2ui& LLGL::RenderTarget::GetResolution () const [inline]`

Returns the frame buffer resolution.

Remarks

This will be determined by the first texture attachment. Every further attachment must have the same size.

9.42.3.9 void LLGL::RenderTarget::ResetResolution () [protected]

The documentation for this class was generated from the following file:

- [RenderTarget.h](#)

9.43 LLGL::RenderTargetAttachmentDescriptor Struct Reference

Render target attachment descriptor structure.

```
#include <RenderTarget.h>
```

Public Attributes

- unsigned int [mipLevel](#) = 0
Specifies the MIP-map level which is to be attached to a render target.
- unsigned int [layer](#) = 0
Array texture layer.
- [AxisDirection](#) [cubeFace](#) = [AxisDirection::XPos](#)
Cube texture face.

9.43.1 Detailed Description

Render target attachment descriptor structure.

9.43.2 Member Data Documentation

9.43.2.1 AxisDirection LLGL::RenderTargetAttachmentDescriptor::cubeFace = AxisDirection::XPos

Cube texture face.

Remarks

This is only used for cube textures (i.e. [TextureType::TextureCube](#) and [TextureType::TextureCubeArray](#)).

9.43.2.2 unsigned int LLGL::RenderTargetAttachmentDescriptor::layer = 0

Array texture layer.

Remarks

This is only used for array textures (i.e. [TextureType::Texture1DArray](#), [TextureType::Texture2DArray](#), [TextureType::TextureCubeArray](#), and [TextureType::Texture2DMSArray](#)).

9.43.2.3 unsigned int LLGL::RenderTargetAttachmentDescriptor::mipLevel = 0

Specifies the MIP-map level which is to be attached to a render target.

Remarks

This is only used for non-multi-sample textures. All multi-sample textures will always use the first MIP-map level (i.e. [TextureType::Texture2DMS](#) and [TextureType::Texture2DMSArray](#)).

The documentation for this struct was generated from the following file:

- [RenderTarget.h](#)

9.44 LLGL::Sampler Class Reference

[Sampler](#) interface.

```
#include <Sampler.h>
```

Public Member Functions

- [Sampler](#) (const [Sampler](#) &)=delete
- [Sampler](#) & operator= (const [Sampler](#) &)=delete
- virtual [~Sampler](#) ()

Protected Member Functions

- [Sampler](#) ()=default

9.44.1 Detailed Description

[Sampler](#) interface.

9.44.2 Constructor & Destructor Documentation

9.44.2.1 LLGL::Sampler::Sampler (const [Sampler](#) &) [delete]

9.44.2.2 virtual LLGL::Sampler::~~Sampler () [inline],[virtual]

9.44.2.3 LLGL::Sampler::Sampler () [protected],[default]

9.44.3 Member Function Documentation

9.44.3.1 [Sampler&](#) LLGL::Sampler::operator= (const [Sampler](#) &) [delete]

The documentation for this class was generated from the following file:

- [Sampler.h](#)

9.45 LLGL::SamplerDescriptor Struct Reference

[Texture](#) sampler descriptor structure.

```
#include <SamplerFlags.h>
```

Public Attributes

- [TextureWrap](#) `textureWrapU` = [TextureWrap::Repeat](#)
Texture coordinate wrap mode in U direction. By default [TextureWrap::Repeat](#).
- [TextureWrap](#) `textureWrapV` = [TextureWrap::Repeat](#)
Texture coordinate wrap mode in V direction. By default [TextureWrap::Repeat](#).
- [TextureWrap](#) `textureWrapW` = [TextureWrap::Repeat](#)
Texture coordinate wrap mode in W direction. By default [TextureWrap::Repeat](#).
- [TextureFilter](#) `minFilter` = [TextureFilter::Linear](#)
Minification filter. By default [TextureFilter::Linear](#).
- [TextureFilter](#) `magFilter` = [TextureFilter::Linear](#)
Magnification filter. By default [TextureFilter::Linear](#).
- [TextureFilter](#) `mipMapFilter` = [TextureFilter::Linear](#)
MIP-mapping filter. By default [TextureFilter::Linear](#).
- bool `mipMapping` = true
Specifies whether MIP-maps are used or not. By default true.
- float `mipMapLODBias` = 0.0f
MIP-mapping level-of-detail (LOD) bias (or rather offset). By default 0.
- float `minLOD` = 0.0f
Lower end of the MIP-map range. By default 0.
- float `maxLOD` = 1000.0f
Upper end of the MIP-map range. Must be greater than or equal to "minLOD". By default 1000.
- unsigned int `maxAnisotropy` = 1
Maximal anisotropy in the range [1, 16].
- bool `depthCompare` = false
Specifies whether the compare operation for depth textures is to be used or not. By default false.
- [CompareOp](#) `compareOp` = [CompareOp::Less](#)
Compare operation for depth textures. By default [CompareOp::Less](#).
- [ColorRGBAf](#) `borderColor` = { 0.0f, 0.0f, 0.0f, 0.0f }
Border color. By default black (0, 0, 0, 0).

9.45.1 Detailed Description

[Texture](#) sampler descriptor structure.

9.45.2 Member Data Documentation

9.45.2.1 ColorRGBAf LLGL::SamplerDescriptor::borderColor = { 0.0f, 0.0f, 0.0f, 0.0f }

Border color. By default black (0, 0, 0, 0).

9.45.2.2 CompareOp LLGL::SamplerDescriptor::compareOp = CompareOp::Less

Compare operation for depth textures. By default [CompareOp::Less](#).

9.45.2.3 bool LLGL::SamplerDescriptor::depthCompare = false

Specifies whether the compare operation for depth textures is to be used or not. By default false.

9.45.2.4 TextureFilter LLGL::SamplerDescriptor::magFilter = TextureFilter::Linear

Magnification filter. By default [TextureFilter::Linear](#).

9.45.2.5 unsigned int LLGL::SamplerDescriptor::maxAnisotropy = 1

Maximal anisotropy in the range [1, 16].

9.45.2.6 float LLGL::SamplerDescriptor::maxLOD = 1000.0f

Upper end of the MIP-map range. Must be greater than or equal to "minLOD". By default 1000.

9.45.2.7 TextureFilter LLGL::SamplerDescriptor::minFilter = TextureFilter::Linear

Minification filter. By default [TextureFilter::Linear](#).

9.45.2.8 float LLGL::SamplerDescriptor::minLOD = 0.0f

Lower end of the MIP-map range. By default 0.

9.45.2.9 TextureFilter LLGL::SamplerDescriptor::mipMapFilter = TextureFilter::Linear

MIP-mapping filter. By default [TextureFilter::Linear](#).

9.45.2.10 float LLGL::SamplerDescriptor::mipMapLODBias = 0.0f

MIP-mapping level-of-detail (LOD) bias (or rather offset). By default 0.

9.45.2.11 bool LLGL::SamplerDescriptor::mipMapping = true

Specifies whether MIP-maps are used or not. By default true.

9.45.2.12 TextureWrap LLGL::SamplerDescriptor::textureWrapU = TextureWrap::Repeat

Texture coordinate wrap mode in U direction. By default [TextureWrap::Repeat](#).

9.45.2.13 TextureWrap LLGL::SamplerDescriptor::textureWrapV = TextureWrap::Repeat

Texture coordinate wrap mode in V direction. By default [TextureWrap::Repeat](#).

9.45.2.14 TextureWrap LLGL::SamplerDescriptor::textureWrapW = TextureWrap::Repeat

Texture coordinate wrap mode in W direction. By default [TextureWrap::Repeat](#).

The documentation for this struct was generated from the following file:

- [SamplerFlags.h](#)

9.46 LLGL::Scissor Struct Reference

[Scissor](#) dimensions.

```
#include <RenderContextFlags.h>
```

Public Member Functions

- [Scissor](#) ()=default
- [Scissor](#) (const [Scissor](#) &)=default
- [Scissor](#) (int x, int y, int width, int height)

Public Attributes

- int x = 0
- int y = 0
- int width = 0
- int height = 0

9.46.1 Detailed Description

[Scissor](#) dimensions.

Remarks

A scissor is in screen coordinates where the origin is in the left-top corner.

9.46.2 Constructor & Destructor Documentation

9.46.2.1 LLGL::Scissor::Scissor () [default]

9.46.2.2 LLGL::Scissor::Scissor (const Scissor &) [default]

9.46.2.3 LLGL::Scissor::Scissor (int x, int y, int width, int height) [inline]

9.46.3 Member Data Documentation

9.46.3.1 int LLGL::Scissor::height = 0

9.46.3.2 int LLGL::Scissor::width = 0

9.46.3.3 int LLGL::Scissor::x = 0

9.46.3.4 int LLGL::Scissor::y = 0

The documentation for this struct was generated from the following file:

- [RenderContextFlags.h](#)

9.47 LLGL::Shader Class Reference

[Shader](#) interface.

```
#include <Shader.h>
```

Public Member Functions

- [Shader](#) (const [Shader](#) &)=delete
- [Shader](#) & operator= (const [Shader](#) &)=delete
- virtual ~[Shader](#) ()
- virtual bool [Compile](#) (const [ShaderSource](#) &shaderSource)=0
Compiles the specified shader source.
- virtual std::string [Disassemble](#) (int flags=0)
Disassembles the previously compiled shader byte code.
- virtual std::string [QueryInfoLog](#) ()=0
Returns the information log after the shader compilation.
- [ShaderType](#) [GetType](#) () const
Returns the type of this shader.

Protected Member Functions

- [Shader](#) (const [ShaderType](#) type)

9.47.1 Detailed Description

[Shader](#) interface.

9.47.2 Constructor & Destructor Documentation

9.47.2.1 `LLGL::Shader::Shader (const Shader &)` `[delete]`

9.47.2.2 `virtual LLGL::Shader::~~Shader ()` `[virtual]`

9.47.2.3 `LLGL::Shader::Shader (const ShaderType type)` `[protected]`

9.47.3 Member Function Documentation

9.47.3.1 `virtual bool LLGL::Shader::Compile (const ShaderSource & shaderSource)` `[pure virtual]`

Compiles the specified shader source.

Parameters

in	<i>shaderSource</i>	Specifies the shader source code.
----	---------------------	-----------------------------------

Returns

True on success, otherwise "QueryInfoLog" can be used to query the reason for failure.

See also

[QueryInfoLog](#)

9.47.3.2 `virtual std::string LLGL::Shader::Disassemble (int flags = 0)` `[virtual]`

Disassembles the previously compiled shader byte code.

Parameters

in	<i>flags</i>	Specifies optional disassemble flags. This can be a bitwise OR combination of the ' ShaderDisassembleFlags ' enumeration entries. By default 0.
----	--------------	---

Returns

Disassembled assembler code or an empty string if disassembling was not possible.

Note

Only supported with: Direct3D 11, Direct3D 12 (for HLSL).

9.47.3.3 `ShaderType LLGL::Shader::GetType () const` `[inline]`

Returns the type of this shader.

9.47.3.4 `Shader& LLGL::Shader::operator= (const Shader &)` `[delete]`

9.47.3.5 `virtual std::string LLGL::Shader::QueryInfoLog ()` `[pure virtual]`

Returns the information log after the shader compilation.

The documentation for this class was generated from the following file:

- [Shader.h](#)

9.48 LLGL::ShaderCompileFlags Struct Reference

[Shader](#) compilation flags enumeration.

```
#include <ShaderFlags.h>
```

Public Types

- enum {
`Debug` = (1 << 0), `O1` = (1 << 1), `O2` = (1 << 2), `O3` = (1 << 3),
`WarnError` = (1 << 4) }

9.48.1 Detailed Description

[Shader](#) compilation flags enumeration.

9.48.2 Member Enumeration Documentation

9.48.2.1 anonymous enum

Enumerator

- Debug*** Insert debug information.
- O1*** Optimization level 1.
- O2*** Optimization level 2.
- O3*** Optimization level 3.
- WarnError*** Warnings are treated as errors.

The documentation for this struct was generated from the following file:

- [ShaderFlags.h](#)

9.49 LLGL::ShaderDisassembleFlags Struct Reference

[Shader](#) disassemble flags enumeration.

```
#include <ShaderFlags.h>
```

Public Types

- enum { [InstructionOnly](#) = (1 << 0) }

9.49.1 Detailed Description

[Shader](#) disassemble flags enumeration.

9.49.2 Member Enumeration Documentation

9.49.2.1 anonymous enum

Enumerator

InstructionOnly Show only instructions in disassembly output.

The documentation for this struct was generated from the following file:

- [ShaderFlags.h](#)

9.50 LLGL::ShaderProgram Class Reference

[Shader](#) program interface.

```
#include <ShaderProgram.h>
```

Public Member Functions

- [ShaderProgram](#) (const [ShaderProgram](#) &)=delete
- [ShaderProgram](#) & operator= (const [ShaderProgram](#) &)=delete
- virtual [~ShaderProgram](#) ()
- virtual void [AttachShader](#) ([Shader](#) &shader)=0

Attaches the specified shader to this shader program.
- virtual void [DetachAll](#) ()=0

Detaches all shaders from this shader program.
- virtual bool [LinkShaders](#) ()=0

Links all attached shaders to the final shader program.
- virtual std::string [QueryInfoLog](#) ()=0

Returns the information log after the shader linkage.
- virtual std::vector< [VertexAttribute](#) > [QueryVertexAttributes](#) () const =0

Returns a list of vertex attributes, which describe all vertex attributes within this shader program.
- virtual std::vector< [StreamOutputAttribute](#) > [QueryStreamOutputAttributes](#) () const =0

Returns a list of stream-output attributes, which describes all stream-output attributes within this shader program.
- virtual std::vector< [ConstantBufferViewDescriptor](#) > [QueryConstantBuffers](#) () const =0

Returns a list of constant buffer view descriptors, which describe all constant buffers within this shader program.
- virtual std::vector< [StorageBufferViewDescriptor](#) > [QueryStorageBuffers](#) () const =0

Returns a list of storage buffer view descriptors, which describe all storage buffers within this shader program.
- virtual std::vector< [UniformDescriptor](#) > [QueryUniforms](#) () const =0

Returns a list of uniform descriptors, which describe all uniforms within this shader program.
- virtual void [BuildInputLayout](#) (const [VertexFormat](#) &vertexFormat)=0

Builds the input layout with the specified vertex format for this shader program.
- virtual void [BindConstantBuffer](#) (const std::string &name, unsigned int bindingIndex)=0

Binds the specified constant buffer to this shader.
- virtual void [BindStorageBuffer](#) (const std::string &name, unsigned int bindingIndex)=0

Binds the specified storage buffer to this shader.
- virtual [ShaderUniform](#) * [LockShaderUniform](#) ()=0

Locks the shader uniform handler.
- virtual void [UnlockShaderUniform](#) ()=0

Unlocks the shader uniform handler.

Protected Member Functions

- [ShaderProgram](#) ()=default

9.50.1 Detailed Description

[Shader](#) program interface.

9.50.2 Constructor & Destructor Documentation

9.50.2.1 `LLGL::ShaderProgram::ShaderProgram (const ShaderProgram &)` `[delete]`

9.50.2.2 `virtual LLGL::ShaderProgram::~~ShaderProgram ()` `[inline],[virtual]`

9.50.2.3 `LLGL::ShaderProgram::ShaderProgram ()` `[protected],[default]`

9.50.3 Member Function Documentation

9.50.3.1 `virtual void LLGL::ShaderProgram::AttachShader (Shader & shader)` `[pure virtual]`

Attaches the specified shader to this shader program.

Parameters

in	<i>shader</i>	Specifies the shader which is to be attached to this shader program. Each shader type can only be added once for each shader program.
----	---------------	---

Remarks

This must be called, before "LinkShaders" is called.

Exceptions

<i>std::invalid_argument</i>	If a shader is attached to this shader program, which is not allowed in the current state. This will happen if a different shader of the same type has already been attached to this shader program for instance.
------------------------------	---

See also

[Shader::GetType](#)

9.50.3.2 `virtual void LLGL::ShaderProgram::BindConstantBuffer (const std::string & name, unsigned int bindingIndex)`
`[pure virtual]`

Binds the specified constant buffer to this shader.

Parameters

in	<i>name</i>	Specifies the name of the constant buffer within this shader.
in	<i>bindingIndex</i>	Specifies the binding index. This index must match the index which will be used for "RenderContext::BindConstantBuffer".

Remarks

This function is only necessary if the binding index does not match the default binding index of the constant buffer within the shader.

See also

[QueryConstantBuffers](#)
 RenderContext::BindConstantBuffer

9.50.3.3 `virtual void LLGL::ShaderProgram::BindStorageBuffer (const std::string & name, unsigned int bindingIndex)`
`[pure virtual]`

Binds the specified storage buffer to this shader.

Parameters

in	<i>name</i>	Specifies the name of the storage buffer within this shader.
in	<i>bindingIndex</i>	Specifies the binding index. This index must match the index which will be used for "RenderContext::BindStorageBuffer".

Remarks

This function is only necessary if the binding index does not match the default binding index of the storage buffer within the shader.

See also

RenderContext::BindStorageBuffer

9.50.3.4 `virtual void LLGL::ShaderProgram::BuildInputLayout (const VertexFormat & vertexFormat)` [pure virtual]

Builds the input layout with the specified vertex format for this shader program.

Parameters

in	<i>vertexFormat</i>	Specifies the input vertex format.
----	---------------------	------------------------------------

Remarks

This is only required for a shader program, which has an attached vertex shader. Moreover, this can only be called after shader compilation but before shader program linkage!

See also

AttachShader(VertexShader&
[Shader::Compile](#)
[LinkShaders](#)

Exceptions

<i>std::invalid_argument</i>	If the name of an vertex attribute is invalid or the maximal number of available vertex attributes is exceeded.
------------------------------	---

9.50.3.5 `virtual void LLGL::ShaderProgram::DetachAll ()` [pure virtual]

Detaches all shaders from this shader program.

Remarks

After this call, the link status will be invalid, and the shader program must be linked again.

See also

[LinkShaders](#)

9.50.3.6 virtual bool LLGL::ShaderProgram::LinkShaders () [pure virtual]

Links all attached shaders to the final shader program.

Returns

True on success, otherwise "QueryInfoLog" can be used to query the reason for failure.

Remarks

Each attached shader must be compiled first!

See also

[QueryInfoLog](#)

9.50.3.7 virtual ShaderUniform* LLGL::ShaderProgram::LockShaderUniform () [pure virtual]

Locks the shader uniform handler.

Returns

Pointer to the shader uniform handler or null if the render system does not support individual shader uniforms.

Remarks

This must be called to set individual shader uniforms.

```
auto uniform = shaderProgram->LockShaderUniform();
if (uniform)
{
    uniform->SetUniform("mySampler1", 0);
    uniform->SetUniform("mySampler2", 1);
    uniform->SetUniform("projection", myProjectionMatrix);
}
shaderProgram->UnlockShaderUniform();
```

Note

Only supported with: OpenGL.

See also

[UnlockShaderUniform](#)

9.50.3.8 **ShaderProgram& LLGL::ShaderProgram::operator= (const ShaderProgram &)** [delete]

9.50.3.9 **virtual std::vector<ConstantBufferViewDescriptor> LLGL::ShaderProgram::QueryConstantBuffers () const**
[pure virtual]

Returns a list of constant buffer view descriptors, which describe all constant buffers within this shader program.

Remarks

Also called "Uniform Buffer Object".

9.50.3.10 **virtual std::string LLGL::ShaderProgram::QueryInfoLog ()** [pure virtual]

Returns the information log after the shader linkage.

9.50.3.11 **virtual std::vector<StorageBufferViewDescriptor> LLGL::ShaderProgram::QueryStorageBuffers () const**
[pure virtual]

Returns a list of storage buffer view descriptors, which describe all storage buffers within this shader program.

Remarks

Also called "Shader Storage Buffer Object" or "Read/Write Buffer".

9.50.3.12 **virtual std::vector<StreamOutputAttribute> LLGL::ShaderProgram::QueryStreamOutputAttributes () const**
[pure virtual]

Returns a list of stream-output attributes, which describes all stream-output attributes within this shader program.

9.50.3.13 **virtual std::vector<UniformDescriptor> LLGL::ShaderProgram::QueryUniforms () const** [pure virtual]

Returns a list of uniform descriptors, which describe all uniforms within this shader program.

Remarks

[Shader](#) uniforms are only supported in OpenGL 2.0+.

9.50.3.14 **virtual std::vector<VertexAttribute> LLGL::ShaderProgram::QueryVertexAttributes () const** [pure virtual]

Returns a list of vertex attributes, which describe all vertex attributes within this shader program.

9.50.3.15 virtual void LLGL::ShaderProgram::UnlockShaderUniform () [pure virtual]

Unlocks the shader uniform handler.

See also

[LockShaderUniform](#)

The documentation for this class was generated from the following file:

- [ShaderProgram.h](#)

9.51 LLGL::ShaderSource Struct Reference

[Shader](#) source code structure.

```
#include <ShaderFlags.h>
```

Classes

- struct [SourceHLSL](#)
Additional descriptor for HLSL shader source.
- struct [StreamOutput](#)
Additional descriptor for stream outputs.

Public Member Functions

- [ShaderSource](#) (const std::string &[sourceCode](#))
Constructor with shader source code for GLSL.
- [ShaderSource](#) (std::string &&[sourceCode](#))
Constructor with shader source code for GLSL.
- [ShaderSource](#) (const std::string &[sourceCode](#), const std::string &entryPoint, const std::string &target, long flags=0)
Constructor with shader source code for HLSL.
- [ShaderSource](#) (std::string &&[sourceCode](#), const std::string &entryPoint, const std::string &target, long flags=0)
Constructor with shader source code for HLSL.

Public Attributes

- std::string [sourceCode](#)
Shader source code string.
- [SourceHLSL](#) [sourceHLSL](#)
Additional HLSL shader source descriptor.
- [StreamOutput](#) [streamOutput](#)
Optional stream output for a geometry shader (or a vertex shader when used with OpenGL).

9.51.1 Detailed Description

[Shader](#) source code structure.

9.51.2 Constructor & Destructor Documentation

9.51.2.1 `LLGL::ShaderSource::ShaderSource (const std::string & sourceCode)` `[inline]`

Constructor with shader source code for GLSL.

Parameters

in	<i>sourceCode</i>	Specifies the shader source code.
----	-------------------	-----------------------------------

Note

Only supported with: OpenGL.

9.51.2.2 LLGL::ShaderSource::ShaderSource (std::string && *sourceCode*) [inline]

Constructor with shader source code for GLSL.

Parameters

in	<i>sourceCode</i>	Specifies the shader source code with move semantic.
----	-------------------	--

Note

Only supported with: OpenGL.

9.51.2.3 LLGL::ShaderSource::ShaderSource (const std::string & *sourceCode*, const std::string & *entryPoint*, const std::string & *target*, long *flags* = 0) [inline]

Constructor with shader source code for HLSL.

Parameters

in	<i>sourceCode</i>	Specifies the shader source code.
in	<i>entryPoint</i>	Specifies the shader entry point.
in	<i>target</i>	Specifies the shader version target (see https://msdn.microsoft.com/en-us/library/windows/desktop/jj215820(v=vs.85).aspx).
in	<i>flags</i>	Specifies optional compilation flags. This can be a bitwise OR combination of the 'ShaderCompileFlags' enumeration entries. By default 0.

See also

[ShaderCompileFlags](#)

Note

Only supported with: Direct3D 11, Direct3D 12.

9.51.2.4 LLGL::ShaderSource::ShaderSource (std::string && *sourceCode*, const std::string & *entryPoint*, const std::string & *target*, long *flags* = 0) [inline]

Constructor with shader source code for HLSL.

Parameters

in	<i>sourceCode</i>	Specifies the shader source code with move semantic.
in	<i>entryPoint</i>	Specifies the shader entry point.
in	<i>target</i>	Specifies the shader version target (see https://msdn.microsoft.com/en-us/library/windows/desktop/jj215820(v=vs.85).aspx).
in	<i>flags</i>	Specifies optional compilation flags. This can be a bitwise OR combination of the 'ShaderCompileFlags' enumeration entries. By default 0.

See also

[ShaderCompileFlags](#)

Note

Only supported with: Direct3D 11, Direct3D 12.

9.51.3 Member Data Documentation

9.51.3.1 `std::string LLGL::ShaderSource::sourceCode`

[Shader](#) source code string.

9.51.3.2 `SourceHLSL LLGL::ShaderSource::sourceHLSL`

Additional HLSL shader source descriptor.

9.51.3.3 `StreamOutput LLGL::ShaderSource::streamOutput`

Optional stream output for a geometry shader (or a vertex shader when used with OpenGL).

The documentation for this struct was generated from the following file:

- [ShaderFlags.h](#)

9.52 LLGL::ShaderStageFlags Struct Reference

[Shader](#) stage flags.

```
#include <ShaderFlags.h>
```

Public Types

- enum {
[VertexStage](#) = (1 << 0), [TessControlStage](#) = (1 << 1), [TessEvaluationStage](#) = (1 << 2), [GeometryStage](#) = (1 << 3),
[FragmentStage](#) = (1 << 4), [ComputeStage](#) = (1 << 5), [ReadOnlyResource](#) = (1 << 6), [AllTessStages](#) = (TessControlStage | TessEvaluationStage),
[AllGraphicsStages](#) = (VertexStage | AllTessStages | GeometryStage | FragmentStage), [AllStages](#) = (AllGraphicsStages | ComputeStage) }

9.52.1 Detailed Description

[Shader](#) stage flags.

Remarks

Specifies which shader stages are affected by a state change, e.g. to which shader stages a constant buffer is set. For the render systems, which do not support these flags, always all shader stages are affected.

Note

Only supported with: Direct3D 11, Direct3D 12

9.52.2 Member Enumeration Documentation

9.52.2.1 anonymous enum

Enumerator

VertexStage Specifies the vertex shader stage.

TessControlStage Specifies the tessellation-control shader stage (also "Hull Shader").

TessEvaluationStage Specifies the tessellation-evaluation shader stage (also "Domain Shader").

GeometryStage Specifies the geometry shader stage.

FragmentStage Specifies the fragment shader stage (also "Pixel Shader").

ComputeStage Specifies the compute shader stage.

ReadOnlyResource Specifies whether a resource is bound to the shader stages for reading only.

Remarks

This can be used to set the shader-resource-view (SRV) of a storage buffer to the shader stages instead of the unordered-access-view (UAV), which is the default, if the storage buffer has such a UAV.

AllTessStages Specifies all tessellation stages, i.e. tessellation-control-, tessellation-evaluation shader stages.

AllGraphicsStages Specifies all graphics pipeline shader stages, i.e. vertex-, tessellation-, geometry-, and fragment shader stages.

AllStages Specifies all shader stages.

The documentation for this struct was generated from the following file:

- [ShaderFlags.h](#)

9.53 LLGL::ShaderUniform Class Reference

[Shader](#) uniform setter interface.

```
#include <ShaderUniform.h>
```

Public Member Functions

- virtual [~ShaderUniform](#) ()
- virtual void [SetUniform](#) (int location, const int value)=0
- virtual void [SetUniform](#) (int location, const Gs::Vector2i &value)=0
- virtual void [SetUniform](#) (int location, const Gs::Vector3i &value)=0
- virtual void [SetUniform](#) (int location, const Gs::Vector4i &value)=0
- virtual void [SetUniform](#) (int location, const float value)=0
- virtual void [SetUniform](#) (int location, const Gs::Vector2f &value)=0
- virtual void [SetUniform](#) (int location, const Gs::Vector3f &value)=0
- virtual void [SetUniform](#) (int location, const Gs::Vector4f &value)=0
- virtual void [SetUniform](#) (int location, const Gs::Matrix2f &value)=0
- virtual void [SetUniform](#) (int location, const Gs::Matrix3f &value)=0
- virtual void [SetUniform](#) (int location, const Gs::Matrix4f &value)=0
- virtual void [SetUniform](#) (const std::string &name, const int value)=0
- virtual void [SetUniform](#) (const std::string &name, const Gs::Vector2i &value)=0
- virtual void [SetUniform](#) (const std::string &name, const Gs::Vector3i &value)=0
- virtual void [SetUniform](#) (const std::string &name, const Gs::Vector4i &value)=0
- virtual void [SetUniform](#) (const std::string &name, const float value)=0
- virtual void [SetUniform](#) (const std::string &name, const Gs::Vector2f &value)=0
- virtual void [SetUniform](#) (const std::string &name, const Gs::Vector3f &value)=0
- virtual void [SetUniform](#) (const std::string &name, const Gs::Vector4f &value)=0
- virtual void [SetUniform](#) (const std::string &name, const Gs::Matrix2f &value)=0
- virtual void [SetUniform](#) (const std::string &name, const Gs::Matrix3f &value)=0
- virtual void [SetUniform](#) (const std::string &name, const Gs::Matrix4f &value)=0
- virtual void [SetUniformArray](#) (int location, const int *value, std::size_t count)=0
- virtual void [SetUniformArray](#) (int location, const Gs::Vector2i *value, std::size_t count)=0
- virtual void [SetUniformArray](#) (int location, const Gs::Vector3i *value, std::size_t count)=0
- virtual void [SetUniformArray](#) (int location, const Gs::Vector4i *value, std::size_t count)=0
- virtual void [SetUniformArray](#) (int location, const float *value, std::size_t count)=0
- virtual void [SetUniformArray](#) (int location, const Gs::Vector2f *value, std::size_t count)=0
- virtual void [SetUniformArray](#) (int location, const Gs::Vector3f *value, std::size_t count)=0
- virtual void [SetUniformArray](#) (int location, const Gs::Vector4f *value, std::size_t count)=0
- virtual void [SetUniformArray](#) (int location, const Gs::Matrix2f *value, std::size_t count)=0
- virtual void [SetUniformArray](#) (int location, const Gs::Matrix3f *value, std::size_t count)=0
- virtual void [SetUniformArray](#) (int location, const Gs::Matrix4f *value, std::size_t count)=0
- virtual void [SetUniformArray](#) (const std::string &name, const int *value, std::size_t count)=0
- virtual void [SetUniformArray](#) (const std::string &name, const Gs::Vector2i *value, std::size_t count)=0
- virtual void [SetUniformArray](#) (const std::string &name, const Gs::Vector3i *value, std::size_t count)=0
- virtual void [SetUniformArray](#) (const std::string &name, const Gs::Vector4i *value, std::size_t count)=0
- virtual void [SetUniformArray](#) (const std::string &name, const float *value, std::size_t count)=0
- virtual void [SetUniformArray](#) (const std::string &name, const Gs::Vector2f *value, std::size_t count)=0
- virtual void [SetUniformArray](#) (const std::string &name, const Gs::Vector3f *value, std::size_t count)=0
- virtual void [SetUniformArray](#) (const std::string &name, const Gs::Vector4f *value, std::size_t count)=0
- virtual void [SetUniformArray](#) (const std::string &name, const Gs::Matrix2f *value, std::size_t count)=0
- virtual void [SetUniformArray](#) (const std::string &name, const Gs::Matrix3f *value, std::size_t count)=0
- virtual void [SetUniformArray](#) (const std::string &name, const Gs::Matrix4f *value, std::size_t count)=0

9.53.1 Detailed Description

[Shader](#) uniform setter interface.

Remarks

This is only used by the OpenGL render system.

9.53.2 Constructor & Destructor Documentation

9.53.2.1 `virtual LLGL::ShaderUniform::~~ShaderUniform () [inline],[virtual]`

9.53.3 Member Function Documentation

9.53.3.1 `virtual void LLGL::ShaderUniform::SetUniform (int location, const int value) [pure virtual]`

9.53.3.2 `virtual void LLGL::ShaderUniform::SetUniform (int location, const Gs::Vector2i & value) [pure virtual]`

9.53.3.3 `virtual void LLGL::ShaderUniform::SetUniform (int location, const Gs::Vector3i & value) [pure virtual]`

9.53.3.4 `virtual void LLGL::ShaderUniform::SetUniform (int location, const Gs::Vector4i & value) [pure virtual]`

9.53.3.5 `virtual void LLGL::ShaderUniform::SetUniform (int location, const float value) [pure virtual]`

9.53.3.6 `virtual void LLGL::ShaderUniform::SetUniform (int location, const Gs::Vector2f & value) [pure virtual]`

9.53.3.7 `virtual void LLGL::ShaderUniform::SetUniform (int location, const Gs::Vector3f & value) [pure virtual]`

9.53.3.8 `virtual void LLGL::ShaderUniform::SetUniform (int location, const Gs::Vector4f & value) [pure virtual]`

9.53.3.9 `virtual void LLGL::ShaderUniform::SetUniform (int location, const Gs::Matrix2f & value) [pure virtual]`

9.53.3.10 `virtual void LLGL::ShaderUniform::SetUniform (int location, const Gs::Matrix3f & value) [pure virtual]`

9.53.3.11 `virtual void LLGL::ShaderUniform::SetUniform (int location, const Gs::Matrix4f & value) [pure virtual]`

9.53.3.12 `virtual void LLGL::ShaderUniform::SetUniform (const std::string & name, const int value) [pure virtual]`

9.53.3.13 `virtual void LLGL::ShaderUniform::SetUniform (const std::string & name, const Gs::Vector2i & value) [pure virtual]`

9.53.3.14 `virtual void LLGL::ShaderUniform::SetUniform (const std::string & name, const Gs::Vector3i & value) [pure virtual]`

9.53.3.15 `virtual void LLGL::ShaderUniform::SetUniform (const std::string & name, const Gs::Vector4i & value) [pure virtual]`

- 9.53.3.16 `virtual void LLGL::ShaderUniform::SetUniform (const std::string & name, const float value)` [pure virtual]
- 9.53.3.17 `virtual void LLGL::ShaderUniform::SetUniform (const std::string & name, const Gs::Vector2f & value)` [pure virtual]
- 9.53.3.18 `virtual void LLGL::ShaderUniform::SetUniform (const std::string & name, const Gs::Vector3f & value)` [pure virtual]
- 9.53.3.19 `virtual void LLGL::ShaderUniform::SetUniform (const std::string & name, const Gs::Vector4f & value)` [pure virtual]
- 9.53.3.20 `virtual void LLGL::ShaderUniform::SetUniform (const std::string & name, const Gs::Matrix2f & value)` [pure virtual]
- 9.53.3.21 `virtual void LLGL::ShaderUniform::SetUniform (const std::string & name, const Gs::Matrix3f & value)` [pure virtual]
- 9.53.3.22 `virtual void LLGL::ShaderUniform::SetUniform (const std::string & name, const Gs::Matrix4f & value)` [pure virtual]
- 9.53.3.23 `virtual void LLGL::ShaderUniform::SetUniformArray (int location, const int * value, std::size_t count)` [pure virtual]
- 9.53.3.24 `virtual void LLGL::ShaderUniform::SetUniformArray (int location, const Gs::Vector2i * value, std::size_t count)` [pure virtual]
- 9.53.3.25 `virtual void LLGL::ShaderUniform::SetUniformArray (int location, const Gs::Vector3i * value, std::size_t count)` [pure virtual]
- 9.53.3.26 `virtual void LLGL::ShaderUniform::SetUniformArray (int location, const Gs::Vector4i * value, std::size_t count)` [pure virtual]
- 9.53.3.27 `virtual void LLGL::ShaderUniform::SetUniformArray (int location, const float * value, std::size_t count)` [pure virtual]
- 9.53.3.28 `virtual void LLGL::ShaderUniform::SetUniformArray (int location, const Gs::Vector2f * value, std::size_t count)` [pure virtual]
- 9.53.3.29 `virtual void LLGL::ShaderUniform::SetUniformArray (int location, const Gs::Vector3f * value, std::size_t count)` [pure virtual]
- 9.53.3.30 `virtual void LLGL::ShaderUniform::SetUniformArray (int location, const Gs::Vector4f * value, std::size_t count)` [pure virtual]
- 9.53.3.31 `virtual void LLGL::ShaderUniform::SetUniformArray (int location, const Gs::Matrix2f * value, std::size_t count)` [pure virtual]

- 9.53.3.32 `virtual void LLGL::ShaderUniform::SetUniformArray (int location, const Gs::Matrix3f * value, std::size_t count)`
[pure virtual]
- 9.53.3.33 `virtual void LLGL::ShaderUniform::SetUniformArray (int location, const Gs::Matrix4f * value, std::size_t count)`
[pure virtual]
- 9.53.3.34 `virtual void LLGL::ShaderUniform::SetUniformArray (const std::string & name, const int * value, std::size_t count)`
[pure virtual]
- 9.53.3.35 `virtual void LLGL::ShaderUniform::SetUniformArray (const std::string & name, const Gs::Vector2i * value, std::size_t count)` [pure virtual]
- 9.53.3.36 `virtual void LLGL::ShaderUniform::SetUniformArray (const std::string & name, const Gs::Vector3i * value, std::size_t count)` [pure virtual]
- 9.53.3.37 `virtual void LLGL::ShaderUniform::SetUniformArray (const std::string & name, const Gs::Vector4i * value, std::size_t count)` [pure virtual]
- 9.53.3.38 `virtual void LLGL::ShaderUniform::SetUniformArray (const std::string & name, const float * value, std::size_t count)`
[pure virtual]
- 9.53.3.39 `virtual void LLGL::ShaderUniform::SetUniformArray (const std::string & name, const Gs::Vector2f * value, std::size_t count)` [pure virtual]
- 9.53.3.40 `virtual void LLGL::ShaderUniform::SetUniformArray (const std::string & name, const Gs::Vector3f * value, std::size_t count)` [pure virtual]
- 9.53.3.41 `virtual void LLGL::ShaderUniform::SetUniformArray (const std::string & name, const Gs::Vector4f * value, std::size_t count)` [pure virtual]
- 9.53.3.42 `virtual void LLGL::ShaderUniform::SetUniformArray (const std::string & name, const Gs::Matrix2f * value, std::size_t count)` [pure virtual]
- 9.53.3.43 `virtual void LLGL::ShaderUniform::SetUniformArray (const std::string & name, const Gs::Matrix3f * value, std::size_t count)` [pure virtual]
- 9.53.3.44 `virtual void LLGL::ShaderUniform::SetUniformArray (const std::string & name, const Gs::Matrix4f * value, std::size_t count)` [pure virtual]

The documentation for this class was generated from the following file:

- [ShaderUniform.h](#)

9.54 LLGL::ShaderSource::SourceHLSL Struct Reference

Additional descriptor for HLSL shader source.

```
#include <ShaderFlags.h>
```

Public Attributes

- `std::string` [entryPoint](#)
Shader entry point (this is the name of the shader main function).
- `std::string` [target](#)
Shader version target (see [https://msdn.microsoft.com/en-us/library/windows/desktop/jj215820\(v=vs.85\).aspx](https://msdn.microsoft.com/en-us/library/windows/desktop/jj215820(v=vs.85).aspx)).
- `long` [flags](#)
Optional compilation flags. This can be a bitwise OR combination of the '[ShaderCompileFlags](#)' enumeration entries.

9.54.1 Detailed Description

Additional descriptor for HLSL shader source.

9.54.2 Member Data Documentation

9.54.2.1 `std::string` `LLGL::ShaderSource::SourceHLSL::entryPoint`

[Shader](#) entry point (this is the name of the shader main function).

9.54.2.2 `long` `LLGL::ShaderSource::SourceHLSL::flags`

Optional compilation flags. This can be a bitwise OR combination of the '[ShaderCompileFlags](#)' enumeration entries.

9.54.2.3 `std::string` `LLGL::ShaderSource::SourceHLSL::target`

[Shader](#) version target (see [https://msdn.microsoft.com/en-us/library/windows/desktop/jj215820\(v=vs.85\).aspx](https://msdn.microsoft.com/en-us/library/windows/desktop/jj215820(v=vs.85).aspx)).

The documentation for this struct was generated from the following file:

- [ShaderFlags.h](#)

9.55 LLGL::GraphicsAPIDependentStateDescriptor::StateOpenGLDescriptor Struct Reference

```
#include <RenderContextFlags.h>
```

Public Attributes

- `bool` [screenSpaceOriginLowerLeft](#)
Specifies whether the screen-space origin is on the lower-left. By default false.
- `bool` [invertFrontFace](#)
Specifies whether to invert front-facing. By default false.
- [LogicOp](#) [logicOp](#)
Specifies the logical pixel operation for drawing operations. By default [LogicOp::Keep](#).
- `float` [lineWidth](#)
Specifies the width to rasterize lines. By default 0.

9.55.1 Member Data Documentation

9.55.1.1 bool LLGL::GraphicsAPIDependentStateDescriptor::StateOpenGLDescriptor::invertFrontFace

Specifies whether to invert front-facing. By default false.

Remarks

If this is true, the front facing (either GL_CW or GL_CCW) will be inverted, i.e. CCW becomes CW, and CW becomes CCW.

9.55.1.2 float LLGL::GraphicsAPIDependentStateDescriptor::StateOpenGLDescriptor::lineWidth

Specifies the width to rasterize lines. By default 0.

Remarks

If this is 0, the attribute is ignored and the current line width will not be changed.

See also

<https://www.opengl.org/sdk/docs/man/html/glLineWidth.xhtml>

9.55.1.3 LogicOp LLGL::GraphicsAPIDependentStateDescriptor::StateOpenGLDescriptor::logicOp

Specifies the logical pixel operation for drawing operations. By default [LogicOp::Keep](#).

See also

<https://www.opengl.org/sdk/docs/man/html/glLogicOp.xhtml>

9.55.1.4 bool LLGL::GraphicsAPIDependentStateDescriptor::StateOpenGLDescriptor::screenSpaceOriginLowerLeft

Specifies whether the screen-space origin is on the lower-left. By default false.

Remarks

If this is true, the viewports and scissor rectangles of OpenGL are NOT emulated to the upper-left, which is the default to be uniform with other rendering APIs such as Direct3D and Vulkan.

The documentation for this struct was generated from the following file:

- [RenderContextFlags.h](#)

9.56 LLGL::StencilDescriptor Struct Reference

Stencil state descriptor structure.

```
#include <GraphicsPipelineFlags.h>
```

Public Attributes

- bool [testEnabled](#) = false
Specifies whether the stencil test is enabled or disabled.
- [StencilFaceDescriptor front](#)
Specifies the front face settings for the stencil test.
- [StencilFaceDescriptor back](#)
Specifies the back face settings for the stencil test.

9.56.1 Detailed Description

Stencil state descriptor structure.

9.56.2 Member Data Documentation

9.56.2.1 StencilFaceDescriptor LLGL::StencilDescriptor::back

Specifies the back face settings for the stencil test.

9.56.2.2 StencilFaceDescriptor LLGL::StencilDescriptor::front

Specifies the front face settings for the stencil test.

9.56.2.3 bool LLGL::StencilDescriptor::testEnabled = false

Specifies whether the stencil test is enabled or disabled.

Remarks

If no pixel shader is used in the graphics pipeline, the stencil test must be disabled.

The documentation for this struct was generated from the following file:

- [GraphicsPipelineFlags.h](#)

9.57 LLGL::StencilFaceDescriptor Struct Reference

Stencil face descriptor structure.

```
#include <GraphicsPipelineFlags.h>
```

Public Attributes

- [StencilOp stencilFailOp](#) = [StencilOp::Keep](#)
Specifies the operation to take when the stencil test fails.
- [StencilOp depthFailOp](#) = [StencilOp::Keep](#)
Specifies the operation to take when the stencil test passes but the depth test fails.
- [StencilOp depthPassOp](#) = [StencilOp::Keep](#)
Specifies the operation to take when both the stencil test and the depth test pass.
- [CompareOp compareOp](#) = [CompareOp::Less](#)
Specifies the stencil compare operation.
- `std::uint32_t` [readMask](#) = `~0`
Specifies the portion of the depth-stencil buffer for reading stencil data. By default 0xffffffff.
- `std::uint32_t` [writeMask](#) = `~0`
Specifies the portion of the depth-stencil buffer for writing stencil data. By default 0xffffffff.
- `std::uint32_t` [reference](#) = `0`
Specifies the stencil reference value.

9.57.1 Detailed Description

Stencil face descriptor structure.

9.57.2 Member Data Documentation

9.57.2.1 [CompareOp](#) LLGL::StencilFaceDescriptor::compareOp = [CompareOp::Less](#)

Specifies the stencil compare operation.

9.57.2.2 [StencilOp](#) LLGL::StencilFaceDescriptor::depthFailOp = [StencilOp::Keep](#)

Specifies the operation to take when the stencil test passes but the depth test fails.

9.57.2.3 [StencilOp](#) LLGL::StencilFaceDescriptor::depthPassOp = [StencilOp::Keep](#)

Specifies the operation to take when both the stencil test and the depth test pass.

9.57.2.4 `std::uint32_t LLGL::StencilFaceDescriptor::readMask = ~0`

Specifies the portion of the depth-stencil buffer for reading stencil data. By default 0xffffffff.

Note

For Direct3D 11 and Direct3D 12, only the first 8 least significant bits (`readMask & 0xff`) of the read mask value of the front face will be used.

See also

[StencilDescriptor::front](#)

9.57.2.5 `std::uint32_t LLGL::StencilFaceDescriptor::reference = 0`

Specifies the stencil reference value.

Remarks

This value will be used when the stencil operation is [StencilOp::Replace](#).

Note

For Direct3D 11 and Direct3D 12, only the stencil reference value of the front face will be used.

See also

[StencilDescriptor::front](#)

9.57.2.6 `StencilOp LLGL::StencilFaceDescriptor::stencilFailOp = StencilOp::Keep`

Specifies the operation to take when the stencil test fails.

9.57.2.7 `std::uint32_t LLGL::StencilFaceDescriptor::writeMask = ~0`

Specifies the portion of the depth-stencil buffer for writing stencil data. By default 0xffffffff.

Note

For Direct3D 11 and Direct3D 12, only the first 8 least significant bits (`writeMask & 0xff`) of the write mask value of the front face will be used.

See also

[StencilDescriptor::front](#)

The documentation for this struct was generated from the following file:

- [GraphicsPipelineFlags.h](#)

9.58 LLGL::BufferDescriptor::StorageBufferDescriptor Struct Reference

```
#include <BufferFlags.h>
```

Public Attributes

- [StorageBufferType storageType](#) = [StorageBufferType::Buffer](#)
Specifies the storage buffer type. By default [StorageBufferType::Buffer](#).
- [VectorType vectorType](#) = [VectorType::Float4](#)
Specifies the vector type of a typed buffer.
- unsigned int [stride](#) = 0
Specifies the stride (in bytes) of each element in a storage buffer.

9.58.1 Member Data Documentation

9.58.1.1 [StorageBufferType](#) LLGL::BufferDescriptor::StorageBufferDescriptor::storageType = [StorageBufferType::Buffer](#)

Specifies the storage buffer type. By default [StorageBufferType::Buffer](#).

Remarks

In OpenGL there are only generic storage buffers (or rather "Shader Storage Buffer Objects").

See also

[vectorType](#)

9.58.1.2 unsigned int LLGL::BufferDescriptor::StorageBufferDescriptor::stride = 0

Specifies the stride (in bytes) of each element in a storage buffer.

Remarks

If this value is zero, the behavior of the buffer creation is undefined.

9.58.1.3 [VectorType](#) LLGL::BufferDescriptor::StorageBufferDescriptor::vectorType = [VectorType::Float4](#)

Specifies the vector type of a typed buffer.

Remarks

This is only used if the storage type is either [StorageBufferType::Buffer](#) or [StorageBufferType::RWBuffer](#).

The documentation for this struct was generated from the following file:

- [BufferFlags.h](#)

9.59 LLGL::StorageBufferViewDescriptor Struct Reference

Storage buffer shader-view descriptor structure.

```
#include <BufferFlags.h>
```

Public Attributes

- `std::string name`
Storage buffer name.
- `unsigned int index = 0`
Index of the storage buffer within the respective shader.
- `StorageBufferType type = StorageBufferType::Buffer`
Storage buffer type.

9.59.1 Detailed Description

Storage buffer shader-view descriptor structure.

Remarks

This structure is used to describe the view of a storage buffer within a shader.

9.59.2 Member Data Documentation

9.59.2.1 `unsigned int LLGL::StorageBufferViewDescriptor::index = 0`

Index of the storage buffer within the respective shader.

9.59.2.2 `std::string LLGL::StorageBufferViewDescriptor::name`

Storage buffer name.

9.59.2.3 `StorageBufferType LLGL::StorageBufferViewDescriptor::type = StorageBufferType::Buffer`

Storage buffer type.

Remarks

For the OpenGL render system, this type is always '`StorageBufferType::Buffer`', since GLSL only supports generic shader storage buffers. Here is an example:

```
layout(std430, binding=0) buffer myBuffer
{
    vec4 myBufferArray[];
};
```

Note

Only supported with: Direct3D 11, Direct3D 12

The documentation for this struct was generated from the following file:

- [BufferFlags.h](#)

9.60 LLGL::ShaderSource::StreamOutput Struct Reference

Additional descriptor for stream outputs.

```
#include <ShaderFlags.h>
```

Public Attributes

- [StreamOutputFormat format](#)
Stream-output buffer format.

9.60.1 Detailed Description

Additional descriptor for stream outputs.

9.60.2 Member Data Documentation

9.60.2.1 StreamOutputFormat LLGL::ShaderSource::StreamOutput::format

Stream-output buffer format.

The documentation for this struct was generated from the following file:

- [ShaderFlags.h](#)

9.61 LLGL::StreamOutputAttribute Struct Reference

Stream-output attribute structure.

```
#include <StreamOutputAttribute.h>
```

Public Member Functions

- [StreamOutputAttribute](#) ()=default
- [StreamOutputAttribute](#) (const [StreamOutputAttribute](#) &)=default
- [StreamOutputAttribute](#) & operator= (const [StreamOutputAttribute](#) &)=default

Public Attributes

- std::string [name](#)
Vertex attribute name (for GLSL) or semantic name (for HLSL).
- unsigned int [stream](#) = 0
Zero-based stream number. By default 0.
- unsigned char [startComponent](#) = 0
Start vector component index, which is to be written. Must be 0, 1, 2, or 3. By default 0.
- unsigned char [components](#) = 4
Number of vector components, which are to be written. Must be 1, 2, 3, or 4.
- unsigned int [semanticIndex](#) = 0
Semantic index.
- unsigned char [outputSlot](#) = 0
Stream-output buffer output slot.

9.61.1 Detailed Description

Stream-output attribute structure.

9.61.2 Constructor & Destructor Documentation

9.61.2.1 `LLGL::StreamOutputAttribute::StreamOutputAttribute ()` [default]

9.61.2.2 `LLGL::StreamOutputAttribute::StreamOutputAttribute (const StreamOutputAttribute &)` [default]

9.61.3 Member Function Documentation

9.61.3.1 `StreamOutputAttribute& LLGL::StreamOutputAttribute::operator= (const StreamOutputAttribute &)`
[default]

9.61.4 Member Data Documentation

9.61.4.1 `unsigned char LLGL::StreamOutputAttribute::components = 4`

Number of vector components, which are to be written. Must be 1, 2, 3, or 4.

Remarks

The number of components plus the start component index (see 'startComponent') must not be larger than 4.

See also

[startComponent](#)

9.61.4.2 `std::string LLGL::StreamOutputAttribute::name`

Vertex attribute name (for GLSL) or semantic name (for HLSL).

9.61.4.3 `unsigned char LLGL::StreamOutputAttribute::outputSlot = 0`

Stream-output buffer output slot.

Remarks

This is used when multiple stream-output buffers are used simultaneously.

9.61.4.4 unsigned int LLGL::StreamOutputAttribute::semanticIndex = 0

Semantic index.

Note

Only supported with: Direct3D 11, Direct3D 12.

9.61.4.5 unsigned char LLGL::StreamOutputAttribute::startComponent = 0

Start vector component index, which is to be written. Must be 0, 1, 2, or 3. By default 0.

9.61.4.6 unsigned int LLGL::StreamOutputAttribute::stream = 0

Zero-based stream number. By default 0.

The documentation for this struct was generated from the following file:

- [StreamOutputAttribute.h](#)

9.62 LLGL::StreamOutputFormat Struct Reference

Stream-output format descriptor structure.

```
#include <StreamOutputFormat.h>
```

Public Member Functions

- void [AppendAttribute](#) (const [StreamOutputAttribute](#) &attrib)
Appends the specified stream-output attribute to this stream-output format.
- void [AppendAttributes](#) (const [StreamOutputFormat](#) &format)
Append all attributes of the specified stream-output format.

Public Attributes

- std::vector< [StreamOutputAttribute](#) > [attributes](#)
Specifies the list of vertex attributes.

9.62.1 Detailed Description

Stream-output format descriptor structure.

Remarks

A vertex format is required to describe how the vertex attributes are supported inside a vertex buffer.

9.62.2 Member Function Documentation

9.62.2.1 void LLGL::StreamOutputFormat::AppendAttribute (const StreamOutputAttribute & attrib)

Appends the specified stream-output attribute to this stream-output format.

Parameters

in	<i>attrib</i>	Specifies the new attribute which is appended to this stream-output format.
----	---------------	---

9.62.2.2 void LLGL::StreamOutputFormat::AppendAttributes (const StreamOutputFormat & *format*)

Append all attributes of the specified stream-output format.

Remarks

This can be used to build a stream-output format for stream-output buffer arrays.

9.62.3 Member Data Documentation

9.62.3.1 std::vector<StreamOutputAttribute> LLGL::StreamOutputFormat::attributes

Specifies the list of vertex attributes.

Remarks

Use "AppendAttribute" or "AppendAttributes" to append new attributes.

The documentation for this struct was generated from the following file:

- [StreamOutputFormat.h](#)

9.63 LLGL::SubTextureDescriptor Struct Reference

Sub-texture descriptor structure.

```
#include <TextureFlags.h>
```

Classes

- struct [Texture1DDescriptor](#)
- struct [Texture2DDescriptor](#)
- struct [Texture3DDescriptor](#)
- struct [TextureCubeDescriptor](#)

Public Member Functions

- [SubTextureDescriptor](#) ()
- [~SubTextureDescriptor](#) ()

Public Attributes

- unsigned int [mipLevel](#)
MIP-map level for the sub-texture, where 0 is the base texture, and $n > 0$ is the n -th MIP-map level.
 - union {
 - [Texture1DDescriptor texture1D](#)
Descriptor for 1D- and 1D-Array textures.
 - [Texture2DDescriptor texture2D](#)
Descriptor for 2D- and 2D-Array textures.
 - [Texture3DDescriptor texture3D](#)
Descriptor for 3D textures.
 - [TextureCubeDescriptor textureCube](#)
Descriptor for Cube- and Cube-Array textures.
- };

9.63.1 Detailed Description

Sub-texture descriptor structure.

Remarks

This is used to write (or partially write) the image data of a texture MIP-map level.

9.63.2 Constructor & Destructor Documentation

9.63.2.1 `LLGL::SubTextureDescriptor::SubTextureDescriptor ()` `[inline]`

9.63.2.2 `LLGL::SubTextureDescriptor::~~SubTextureDescriptor ()` `[inline]`

9.63.3 Member Data Documentation

9.63.3.1 `union { ... }`

9.63.3.2 `unsigned int LLGL::SubTextureDescriptor::mipLevel`

MIP-map level for the sub-texture, where 0 is the base texture, and $n > 0$ is the n -th MIP-map level.

9.63.3.3 `Texture1DDescriptor LLGL::SubTextureDescriptor::texture1D`

Descriptor for 1D- and 1D-Array textures.

9.63.3.4 `Texture2DDescriptor LLGL::SubTextureDescriptor::texture2D`

Descriptor for 2D- and 2D-Array textures.

9.63.3.5 Texture3DDescriptor LLGL::SubTextureDescriptor::texture3D

Descriptor for 3D textures.

9.63.3.6 TextureCubeDescriptor LLGL::SubTextureDescriptor::textureCube

Descriptor for Cube- and Cube-Array textures.

The documentation for this struct was generated from the following file:

- [TextureFlags.h](#)

9.64 LLGL::Texture Class Reference

[Texture](#) interface.

```
#include <Texture.h>
```

Public Member Functions

- [Texture](#) (const [Texture](#) &)=delete
- [Texture](#) & [operator=](#) (const [Texture](#) &)=delete
- virtual [~Texture](#) ()
- [TextureType](#) [GetType](#) () const
Returns the type of this texture.
- virtual [Gs::Vector3ui](#) [QueryMipLevelSize](#) (unsigned int mipLevel) const =0
Returns the texture size for the specified MIP-level.

Protected Member Functions

- [Texture](#) (const [TextureType](#) type)

9.64.1 Detailed Description

[Texture](#) interface.

9.64.2 Constructor & Destructor Documentation

9.64.2.1 LLGL::Texture::Texture (const [Texture](#) &) [delete]

9.64.2.2 virtual LLGL::Texture::~~Texture () [virtual]

9.64.2.3 LLGL::Texture::Texture (const [TextureType](#) type) [protected]

9.64.3 Member Function Documentation

9.64.3.1 [TextureType](#) LLGL::Texture::GetType () const [inline]

Returns the type of this texture.

9.64.3.2 [Texture&](#) LLGL::Texture::operator= (const [Texture](#) &) [delete]

9.64.3.3 virtual [Gs::Vector3ui](#) LLGL::Texture::QueryMipLevelSize (unsigned int *mipLevel*) const [pure virtual]

Returns the texture size for the specified MIP-level.

Parameters

in	<i>mipLevel</i>	Specifies the MIP-map level to query from. The first and largest MIP-map is level zero. If this level is greater than or equal to the number of MIP-maps this texture has, the return value is undefined (i.e. depends on the render system).
----	-----------------	---

See also

RenderContext::GenerateMips

The documentation for this class was generated from the following file:

- [Texture.h](#)

9.65 LLGL::TextureDescriptor::Texture1DDescriptor Struct Reference

```
#include <TextureFlags.h>
```

Public Attributes

- unsigned int [width](#)
Texture width.
- unsigned int [layers](#)
Number of texture array layers.

9.65.1 Member Data Documentation

9.65.1.1 unsigned int LLGL::TextureDescriptor::Texture1DDescriptor::layers

Number of texture array layers.

9.65.1.2 unsigned int LLGL::TextureDescriptor::Texture1DDescriptor::width

[Texture](#) width.

The documentation for this struct was generated from the following file:

- [TextureFlags.h](#)

9.66 LLGL::SubTextureDescriptor::Texture1DDescriptor Struct Reference

```
#include <TextureFlags.h>
```

Public Attributes

- unsigned int [x](#)
Sub-texture X-axis offset.
- unsigned int [layerOffset](#)
Zero-based layer offset.
- unsigned int [width](#)
Sub-texture width.
- unsigned int [layers](#)
Number of texture array layers.

9.66.1 Member Data Documentation

9.66.1.1 unsigned int LLGL::SubTextureDescriptor::Texture1DDescriptor::layerOffset

Zero-based layer offset.

9.66.1.2 unsigned int LLGL::SubTextureDescriptor::Texture1DDescriptor::layers

Number of texture array layers.

9.66.1.3 unsigned int LLGL::SubTextureDescriptor::Texture1DDescriptor::width

Sub-texture width.

9.66.1.4 unsigned int LLGL::SubTextureDescriptor::Texture1DDescriptor::x

Sub-texture X-axis offset.

The documentation for this struct was generated from the following file:

- [TextureFlags.h](#)

9.67 LLGL::SubTextureDescriptor::Texture2DDescriptor Struct Reference

```
#include <TextureFlags.h>
```

Public Attributes

- unsigned int [x](#)
Sub-texture X-axis offset.
- unsigned int [y](#)
Sub-texture Y-axis offset.
- unsigned int [layerOffset](#)
Zero-based layer offset.
- unsigned int [width](#)
Sub-texture width.
- unsigned int [height](#)
Sub-texture height.
- unsigned int [layers](#)
Number of texture array layers.

9.67.1 Member Data Documentation

9.67.1.1 unsigned int LLGL::SubTextureDescriptor::Texture2DDescriptor::height

Sub-texture height.

9.67.1.2 unsigned int LLGL::SubTextureDescriptor::Texture2DDescriptor::layerOffset

Zero-based layer offset.

9.67.1.3 unsigned int LLGL::SubTextureDescriptor::Texture2DDescriptor::layers

Number of texture array layers.

9.67.1.4 unsigned int LLGL::SubTextureDescriptor::Texture2DDescriptor::width

Sub-texture width.

9.67.1.5 unsigned int LLGL::SubTextureDescriptor::Texture2DDescriptor::x

Sub-texture X-axis offset.

9.67.1.6 unsigned int LLGL::SubTextureDescriptor::Texture2DDescriptor::y

Sub-texture Y-axis offset.

The documentation for this struct was generated from the following file:

- [TextureFlags.h](#)

9.68 LLGL::TextureDescriptor::Texture2DDescriptor Struct Reference

```
#include <TextureFlags.h>
```

Public Attributes

- unsigned int [width](#)
Texture width.
- unsigned int [height](#)
Texture height.
- unsigned int [layers](#)
Number of texture array layers.

9.68.1 Member Data Documentation

9.68.1.1 unsigned int LLGL::TextureDescriptor::Texture2DDescriptor::height

[Texture](#) height.

9.68.1.2 unsigned int LLGL::TextureDescriptor::Texture2DDescriptor::layers

Number of texture array layers.

9.68.1.3 unsigned int LLGL::TextureDescriptor::Texture2DDescriptor::width

[Texture](#) width.

The documentation for this struct was generated from the following file:

- [TextureFlags.h](#)

9.69 LLGL::TextureDescriptor::Texture2DMSDescriptor Struct Reference

```
#include <TextureFlags.h>
```

Public Attributes

- unsigned int [width](#)
Texture width.
- unsigned int [height](#)
Texture height.
- unsigned int [layers](#)
Number of texture array layers.
- unsigned int [samples](#)
Number of samples.
- bool [fixedSamples](#)
Specifies whether the sample locations are fixed or not. By default true.

9.69.1 Member Data Documentation

9.69.1.1 bool LLGL::TextureDescriptor::Texture2DMSDescriptor::fixedSamples

Specifies whether the sample locations are fixed or not. By default true.

Note

Only supported with: OpenGL.

9.69.1.2 unsigned int LLGL::TextureDescriptor::Texture2DMSDescriptor::height

[Texture](#) height.

9.69.1.3 unsigned int LLGL::TextureDescriptor::Texture2DMSDescriptor::layers

Number of texture array layers.

9.69.1.4 unsigned int LLGL::TextureDescriptor::Texture2DMSDescriptor::samples

Number of samples.

9.69.1.5 unsigned int LLGL::TextureDescriptor::Texture2DMSDescriptor::width

[Texture](#) width.

The documentation for this struct was generated from the following file:

- [TextureFlags.h](#)

9.70 LLGL::TextureDescriptor::Texture3DDescriptor Struct Reference

```
#include <TextureFlags.h>
```

Public Attributes

- unsigned int [width](#)
[Texture](#) width.
- unsigned int [height](#)
[Texture](#) height.
- unsigned int [depth](#)
[Texture](#) depth.

9.70.1 Member Data Documentation

9.70.1.1 unsigned int `LLGL::TextureDescriptor::Texture3DDescriptor::depth`

[Texture](#) depth.

9.70.1.2 unsigned int `LLGL::TextureDescriptor::Texture3DDescriptor::height`

[Texture](#) height.

9.70.1.3 unsigned int `LLGL::TextureDescriptor::Texture3DDescriptor::width`

[Texture](#) width.

The documentation for this struct was generated from the following file:

- [TextureFlags.h](#)

9.71 LLGL::SubTextureDescriptor::Texture3DDescriptor Struct Reference

```
#include <TextureFlags.h>
```

Public Attributes

- unsigned int `x`
Sub-texture X-axis offset.
- unsigned int `y`
Sub-texture Y-axis offset.
- unsigned int `z`
Sub-texture Z-axis offset.
- unsigned int `width`
Sub-texture width.
- unsigned int `height`
Sub-texture height.
- unsigned int `depth`
Number of texture array layers.

9.71.1 Member Data Documentation

9.71.1.1 unsigned int `LLGL::SubTextureDescriptor::Texture3DDescriptor::depth`

Number of texture array layers.

9.71.1.2 unsigned int LLGL::SubTextureDescriptor::Texture3DDescriptor::height

Sub-texture height.

9.71.1.3 unsigned int LLGL::SubTextureDescriptor::Texture3DDescriptor::width

Sub-texture width.

9.71.1.4 unsigned int LLGL::SubTextureDescriptor::Texture3DDescriptor::x

Sub-texture X-axis offset.

9.71.1.5 unsigned int LLGL::SubTextureDescriptor::Texture3DDescriptor::y

Sub-texture Y-axis offset.

9.71.1.6 unsigned int LLGL::SubTextureDescriptor::Texture3DDescriptor::z

Sub-texture Z-axis offset.

The documentation for this struct was generated from the following file:

- [TextureFlags.h](#)

9.72 LLGL::TextureArray Class Reference

Array of textures interface.

```
#include <TextureArray.h>
```

Public Member Functions

- [TextureArray](#) (const [TextureArray](#) &)=delete
- [TextureArray](#) & [operator=](#) (const [TextureArray](#) &)=delete
- virtual [~TextureArray](#) ()

Protected Member Functions

- [TextureArray](#) ()=default

9.72.1 Detailed Description

Array of textures interface.

9.72.2 Constructor & Destructor Documentation

9.72.2.1 `LLGL::TextureArray::TextureArray (const TextureArray &)` `[delete]`

9.72.2.2 `virtual LLGL::TextureArray::~~TextureArray ()` `[inline],[virtual]`

9.72.2.3 `LLGL::TextureArray::TextureArray ()` `[protected],[default]`

9.72.3 Member Function Documentation

9.72.3.1 `TextureArray& LLGL::TextureArray::operator= (const TextureArray &)` `[delete]`

The documentation for this class was generated from the following file:

- [TextureArray.h](#)

9.73 LLGL::TextureDescriptor::TextureCubeDescriptor Struct Reference

```
#include <TextureFlags.h>
```

Public Attributes

- unsigned int [width](#)
Texture width.
- unsigned int [height](#)
Texture height.
- unsigned int [layers](#)
Number of texture array layers (internally it will be a multiple of 6).

9.73.1 Member Data Documentation

9.73.1.1 unsigned int `LLGL::TextureDescriptor::TextureCubeDescriptor::height`

[Texture](#) height.

9.73.1.2 unsigned int `LLGL::TextureDescriptor::TextureCubeDescriptor::layers`

Number of texture array layers (internally it will be a multiple of 6).

9.73.1.3 unsigned int `LLGL::TextureDescriptor::TextureCubeDescriptor::width`

[Texture](#) width.

The documentation for this struct was generated from the following file:

- [TextureFlags.h](#)

9.74 LLGL::SubTextureDescriptor::TextureCubeDescriptor Struct Reference

```
#include <TextureFlags.h>
```

Public Attributes

- unsigned int [x](#)
Sub-texture X-axis offset.
- unsigned int [y](#)
Sub-texture Y-axis offset.
- unsigned int [layerOffset](#)
Zero-based layer offset.
- unsigned int [width](#)
Sub-texture width.
- unsigned int [height](#)
Sub-texture height.
- unsigned int [cubeFaces](#)
*Number of cube-faces. To have all faces of N cube-texture layers, this value must be a N*6.*
- [AxisDirection](#) [cubeFaceOffset](#)
First cube face in the current layer.

9.74.1 Member Data Documentation

9.74.1.1 AxisDirection LLGL::SubTextureDescriptor::TextureCubeDescriptor::cubeFaceOffset

First cube face in the current layer.

9.74.1.2 unsigned int LLGL::SubTextureDescriptor::TextureCubeDescriptor::cubeFaces

Number of cube-faces. To have all faces of N cube-texture layers, this value must be a N*6.

9.74.1.3 unsigned int LLGL::SubTextureDescriptor::TextureCubeDescriptor::height

Sub-texture height.

9.74.1.4 unsigned int LLGL::SubTextureDescriptor::TextureCubeDescriptor::layerOffset

Zero-based layer offset.

9.74.1.5 unsigned int LLGL::SubTextureDescriptor::TextureCubeDescriptor::width

Sub-texture width.

9.74.1.6 unsigned int LLGL::SubTextureDescriptor::TextureCubeDescriptor::x

Sub-texture X-axis offset.

9.74.1.7 unsigned int LLGL::SubTextureDescriptor::TextureCubeDescriptor::y

Sub-texture Y-axis offset.

The documentation for this struct was generated from the following file:

- [TextureFlags.h](#)

9.75 LLGL::TextureDescriptor Struct Reference

[Texture](#) descriptor structure.

```
#include <TextureFlags.h>
```

Classes

- struct [Texture1DDescriptor](#)
- struct [Texture2DDescriptor](#)
- struct [Texture2DMSDescriptor](#)
- struct [Texture3DDescriptor](#)
- struct [TextureCubeDescriptor](#)

Public Member Functions

- [TextureDescriptor](#) ()
- [~TextureDescriptor](#) ()

Public Attributes

- [TextureType](#) type
Texture type. By default [TextureType::Texture1D](#).
- [TextureFormat](#) format
Texture hardware format. By default [TextureFormat::RGBA](#).
- union {
[Texture1DDescriptor](#) texture1D
Descriptor for 1D- and 1D-Array textures.
[Texture2DDescriptor](#) texture2D
Descriptor for 2D- and 2D-Array textures.
[Texture3DDescriptor](#) texture3D
Descriptor for 3D textures.
[TextureCubeDescriptor](#) textureCube
Descriptor for Cube- and Cube-Array textures.
[Texture2DMSDescriptor](#) texture2DMS
Descriptor for multi-sampled 2D- and 2D-Array textures.
};

9.75.1 Detailed Description

[Texture](#) descriptor structure.

Remarks

This is used to specify the dimensions of a texture which is to be created.

9.75.2 Constructor & Destructor Documentation

9.75.2.1 `LLGL::TextureDescriptor::TextureDescriptor ()` `[inline]`

9.75.2.2 `LLGL::TextureDescriptor::~~TextureDescriptor ()` `[inline]`

9.75.3 Member Data Documentation

9.75.3.1 `union { ... }`

9.75.3.2 `TextureFormat` `LLGL::TextureDescriptor::format`

[Texture](#) hardware format. By default [TextureFormat::RGBA](#).

9.75.3.3 `Texture1DDescriptor` `LLGL::TextureDescriptor::texture1D`

Descriptor for 1D- and 1D-Array textures.

9.75.3.4 `Texture2DDescriptor` `LLGL::TextureDescriptor::texture2D`

Descriptor for 2D- and 2D-Array textures.

9.75.3.5 `Texture2DMSDescriptor` `LLGL::TextureDescriptor::texture2DMS`

Descriptor for multi-sampled 2D- and 2D-Array textures.

9.75.3.6 `Texture3DDescriptor` `LLGL::TextureDescriptor::texture3D`

Descriptor for 3D textures.

9.75.3.7 `TextureCubeDescriptor` `LLGL::TextureDescriptor::textureCube`

Descriptor for Cube- and Cube-Array textures.

9.75.3.8 TextureType LLGL::TextureDescriptor::type

[Texture](#) type. By default [TextureType::Texture1D](#).

The documentation for this struct was generated from the following file:

- [TextureFlags.h](#)

9.76 LLGL::Timer Class Reference

```
#include <Timer.h>
```

Public Types

- using [FrameCount](#) = unsigned long long

Public Member Functions

- virtual [~Timer](#) ()
- virtual void [Start](#) ()=0
Starts the timer.
- virtual double [Stop](#) ()=0
Stops the timer and returns the elapsed time since "Start" was called.
- virtual double [GetFrequency](#) () const =0
Returns the frequency this timer can measure time (e.g. for milliseconds this is 1000.0).
- void [MeasureTime](#) ()
Measures the time (elapsed time, and frame count) for each frame.
- void [ResetFrameCounter](#) ()
Restes the frame counter.
- double [GetDeltaTime](#) () const
Returns the elapsed time (in seconds) between the current and the previous frame.
- [FrameCount](#) [GetFrameCount](#) () const
Returns the number of counted frames.

Static Public Member Functions

- static std::unique_ptr< [Timer](#) > [Create](#) ()
Creates a platform specific timer object.

9.76.1 Member Typedef Documentation

9.76.1.1 `using LLGL::Timer::FrameCount = unsigned long long`

9.76.2 Constructor & Destructor Documentation

9.76.2.1 `virtual LLGL::Timer::~~Timer () [virtual]`

9.76.3 Member Function Documentation

9.76.3.1 `static std::unique_ptr<Timer> LLGL::Timer::Create () [static]`

Creates a platform specific timer object.

9.76.3.2 `double LLGL::Timer::GetDeltaTime () const [inline]`

Returns the elapsed time (in seconds) between the current and the previous frame.

Remarks

This requires that "MeasureTime" is called once every frame.

See also

[MeasureTime](#)

9.76.3.3 `FrameCount LLGL::Timer::GetFrameCount () const [inline]`

Returns the number of counted frames.

Remarks

This requires that "MeasureTime" is called once every frame.

See also

[MeasureTime](#)

9.76.3.4 `virtual double LLGL::Timer::GetFrequency () const [pure virtual]`

Returns the frequency this timer can measure time (e.g. for milliseconds this is 1000.0).

9.76.3.5 void LLGL::Timer::MeasureTime ()

Measures the time (elapsed time, and frame count) for each frame.

See also

[GetDeltaTime](#)
[GetFrameCount\(\)](#)

9.76.3.6 void LLGL::Timer::ResetFrameCounter ()

Restes the frame counter.

See also

[GetFrameCount](#)

9.76.3.7 virtual void LLGL::Timer::Start () [pure virtual]

Starts the timer.

9.76.3.8 virtual double LLGL::Timer::Stop () [pure virtual]

Stops the timer and returns the elapsed time since "Start" was called.

The documentation for this class was generated from the following file:

- [Timer.h](#)

9.77 LLGL::UniformDescriptor Struct Reference

[Shader](#) uniform descriptor structure.

```
#include <ShaderUniform.h>
```

Public Attributes

- std::string [name](#)
- [UniformType](#) [type](#) = [UniformType::Float](#)
- int [location](#) = 0
- unsigned int [size](#) = 0

9.77.1 Detailed Description

[Shader](#) uniform descriptor structure.

9.77.2 Member Data Documentation

9.77.2.1 int LLGL::UniformDescriptor::location = 0

9.77.2.2 std::string LLGL::UniformDescriptor::name

9.77.2.3 unsigned int LLGL::UniformDescriptor::size = 0

9.77.2.4 UniformType LLGL::UniformDescriptor::type = UniformType::Float

The documentation for this struct was generated from the following file:

- [ShaderUniform.h](#)

9.78 LLGL::VertexAttribute Struct Reference

Vertex attribute structure.

```
#include <VertexAttribute.h>
```

Public Member Functions

- [VertexAttribute](#) ()=default
- [VertexAttribute](#) (const [VertexAttribute](#) &)=default
- [VertexAttribute](#) & operator= (const [VertexAttribute](#) &)=default
- [VertexAttribute](#) (const std::string &name, const [VectorType](#) vectorType, unsigned int instanceDivisor=0)
Constructs a vertex attribute with a specified name (used for GLSL).
- [VertexAttribute](#) (const std::string &semanticName, unsigned int semanticIndex, const [VectorType](#) vectorType, unsigned int instanceDivisor=0)
Constructs a vertex attribute with a specified semantic (used for HLSL).
- unsigned int [GetSize](#) () const
Returns the size (in bytes) which is required for this vertex attribute.

Public Attributes

- std::string name
Vertex attribute name (for GLSL) or semantic name (for HLSL).
- [VectorType](#) vectorType = [VectorType::Float4](#)
Vector type of the vertex attribute. By default [VectorType::Float4](#).
- unsigned int instanceDivisor = 0
Instance data divisor (or instance data step rate).
- bool conversion = false
Specifies whether non-floating-point data types are to be converted to floating-points. By default false.
- unsigned int offset = 0
Byte offset within each vertex. By default 0.
- unsigned int semanticIndex = 0
Semantic index.
- unsigned int inputSlot = 0
Vertex buffer input slot.

9.78.1 Detailed Description

Vertex attribute structure.

9.78.2 Constructor & Destructor Documentation

9.78.2.1 `LLGL::VertexAttribute::VertexAttribute ()` [default]

9.78.2.2 `LLGL::VertexAttribute::VertexAttribute (const VertexAttribute &)` [default]

9.78.2.3 `LLGL::VertexAttribute::VertexAttribute (const std::string & name, const VectorType vectorType, unsigned int instanceDivisor = 0)`

Constructs a vertex attribute with a specified name (used for GLSL).

Parameters

in	<i>name</i>	Specifies the attribute name (for GLSL).
in	<i>vectorType</i>	Specifies the vector type of the attribute.
in	<i>instanceDivisor</i>	Specifies the divisor (or step rate) for instance data. If this is 0, this vertex attribute is considered to be per-vertex. By default 0.

Remarks

This is equivalent to:

```
VertexAttribute(name, 0, dataType, components,
               instanceDivisor);
```

9.78.2.4 `LLGL::VertexAttribute::VertexAttribute (const std::string & semanticName, unsigned int semanticIndex, const VectorType vectorType, unsigned int instanceDivisor = 0)`

Constructs a vertex attribute with a specified semantic (used for HLSL).

Parameters

in	<i>semanticName</i>	Specifies the semantic name (for HLSL).
in	<i>semanticIndex</i>	Specifies the semantic index (for HLSL).
in	<i>vectorType</i>	Specifies the vector type of the attribute.
in	<i>instanceDivisor</i>	Specifies the divisor (or step rate) for instance data. If this is 0, this vertex attribute is considered to be per-vertex. By default 0.

Remarks

This is equivalent to:

```
VertexAttribute(name, 0, dataType, components,
               instanceDivisor);
```


9.78.3 Member Function Documentation

9.78.3.1 unsigned int LLGL::VertexAttribute::GetSize () const

Returns the size (in bytes) which is required for this vertex attribute.

Returns

```
VectorTypeSize(vectorType) .
```

9.78.3.2 VertexAttribute& LLGL::VertexAttribute::operator= (const VertexAttribute &) [default]

9.78.4 Member Data Documentation

9.78.4.1 bool LLGL::VertexAttribute::conversion = false

Specifies whether non-floating-point data types are to be converted to floating-points. By default false.

9.78.4.2 unsigned int LLGL::VertexAttribute::inputSlot = 0

Vertex buffer input slot.

Remarks

This is used when multiple vertex buffers are used simultaneously.

9.78.4.3 unsigned int LLGL::VertexAttribute::instanceDivisor = 0

Instance data divisor (or instance data step rate).

Remarks

If this is 0, this attribute is considered to be stored per vertex. If this is greater than 0, this attribute is considered to be stored per every instanceDivisor's instance.

9.78.4.4 std::string LLGL::VertexAttribute::name

Vertex attribute name (for GLSL) or semantic name (for HLSL).

9.78.4.5 unsigned int LLGL::VertexAttribute::offset = 0

Byte offset within each vertex. By default 0.

9.78.4.6 unsigned int LLGL::VertexAttribute::semanticIndex = 0

Semantic index.

Note

Only supported with: Direct3D 11, Direct3D 12.

9.78.4.7 VectorType LLGL::VertexAttribute::vectorType = VectorType::Float4

Vector type of the vertex attribute. By default [VectorType::Float4](#).

Remarks

The double types are only supported with OpenGL, i.e. the vector types: [VectorType::Double](#), [VectorType::Double2](#), [VectorType::Double3](#), and [VectorType::Double4](#).

The documentation for this struct was generated from the following file:

- [VertexAttribute.h](#)

9.79 LLGL::BufferDescriptor::VertexBufferDescriptor Struct Reference

Vertex buffer descriptor structure.

```
#include <BufferFlags.h>
```

Public Attributes

- [VertexFormat format](#)
Specifies the vertex format layout.

9.79.1 Detailed Description

Vertex buffer descriptor structure.

9.79.2 Member Data Documentation

9.79.2.1 VertexFormat LLGL::BufferDescriptor::VertexBufferDescriptor::format

Specifies the vertex format layout.

Remarks

This is required to tell the renderer how the vertex attributes are stored inside the vertex buffer and it must be the same vertex format which is used for the respective graphics pipeline shader program.

The documentation for this struct was generated from the following file:

- [BufferFlags.h](#)

9.80 LLGL::VertexFormat Struct Reference

Vertex format descriptor structure.

```
#include <VertexFormat.h>
```

Public Member Functions

- void [AppendAttribute](#) (const [VertexAttribute](#) &attrib, unsigned int offset=[OffsetAppend](#))
Appends the specified vertex attribute to this vertex format.
- void [AppendAttributes](#) (const [VertexFormat](#) &format)
Append all attributes of the specified vertex format.

Public Attributes

- std::vector< [VertexAttribute](#) > [attributes](#)
Specifies the list of vertex attributes.
- unsigned int [stride](#) = 0
Specifies the vertex data stride (or format size) which describes the byte offset between consecutive vertices.

Static Public Attributes

- static const unsigned int [OffsetAppend](#) = ~0
Offset value to determine the offset automatically, so that a vertex attribute is appended at the end of a vertex format.

9.80.1 Detailed Description

Vertex format descriptor structure.

Remarks

A vertex format is required to describe how the vertex attributes are supported inside a vertex buffer.

9.80.2 Member Function Documentation

9.80.2.1 void LLGL::VertexFormat::AppendAttribute (const [VertexAttribute](#) & *attrib*, unsigned int *offset* = [OffsetAppend](#))

Appends the specified vertex attribute to this vertex format.

Parameters

in	<i>attrib</i>	Specifies the new attribute which is appended to this vertex format.
in	<i>offset</i>	Specifies the optional offset (in bytes) for this attribute. If this is 'OffsetAppend', the offset is determined by the previous vertex attribute offset plus its size. If there is no previous vertex attribute, the determined offset is 0. By default OffsetAppend.

Remarks

This function will always overwrite the 'offset' and 'inputSlot' members before the attribute is appended to this vertex format. The 'inputSlot' member will be set to the input slot value of the previous vertex attribute and is increased by one, if the new offset of the new vertex attribute is less than the offset plus size of the previous vertex attribute.

Exceptions

<code>std::invalid_argument</code>	If 'attrib.components' is neither 1, 2, 3, nor 4.
------------------------------------	---

See also

[VertexAttribute::offset](#)
[VertexAttribute::inputSlot](#)

9.80.2.2 void LLGL::VertexFormat::AppendAttributes (const VertexFormat & *format*)

Append all attributes of the specified vertex format.

Remarks

This can be used to build a vertex format for vertex buffer arrays.

9.80.3 Member Data Documentation

9.80.3.1 std::vector<VertexAttribute> LLGL::VertexFormat::attributes

Specifies the list of vertex attributes.

Remarks

Use "AppendAttribute" or "AppendAttributes" to append new attributes.

9.80.3.2 const unsigned int LLGL::VertexFormat::OffsetAppend = ~0 [static]

Offset value to determine the offset automatically, so that a vertex attribute is appended at the end of a vertex format.

See also

[AppendAttribute](#)

9.80.3.3 unsigned int LLGL::VertexFormat::stride = 0

Specifies the vertex data stride (or format size) which describes the byte offset between consecutive vertices.

Remarks

This is updated automatically everytime "AppendAttribute" or "AppendAttributes" is called, but it can also modified manually. It is commonly the size of all vertex attributes.

The documentation for this struct was generated from the following file:

- [VertexFormat.h](#)

9.81 LLGL::VideoAdapterDescriptor Struct Reference

Video adapter descriptor structure.

```
#include <VideoAdapter.h>
```

Public Attributes

- std::wstring [name](#)
Hardware adapter name (name of the GPU).
- std::string [vendor](#)
Vendor name.
- unsigned long long [videoMemory](#) = 0
Video memory size (in bytes).
- std::vector< [VideoOutput](#) > [outputs](#)
Adapter outputs.

9.81.1 Detailed Description

Video adapter descriptor structure.

9.81.2 Member Data Documentation

9.81.2.1 std::wstring LLGL::VideoAdapterDescriptor::name

Hardware adapter name (name of the GPU).

9.81.2.2 std::vector<VideoOutput> LLGL::VideoAdapterDescriptor::outputs

Adapter outputs.

9.81.2.3 `std::string LLGL::VideoAdapterDescriptor::vendor`

Vendor name.

9.81.2.4 `unsigned long long LLGL::VideoAdapterDescriptor::videoMemory = 0`

Video memory size (in bytes).

The documentation for this struct was generated from the following file:

- [VideoAdapter.h](#)

9.82 LLGL::VideoDisplayMode Struct Reference

Video display mode structure.

```
#include <VideoAdapter.h>
```

Public Attributes

- unsigned int `width` = 0
Display resolution width (in pixels).
- unsigned int `height` = 0
Display resolution width (in height).
- unsigned int `refreshRate` = 0
Refresh reate (in Hz).

9.82.1 Detailed Description

Video display mode structure.

9.82.2 Member Data Documentation

9.82.2.1 `unsigned int LLGL::VideoDisplayMode::height = 0`

Display resolution width (in height).

9.82.2.2 `unsigned int LLGL::VideoDisplayMode::refreshRate = 0`

Refresh reate (in Hz).

9.82.2.3 unsigned int LLGL::VideoDisplayMode::width = 0

Display resolution width (in pixels).

The documentation for this struct was generated from the following file:

- [VideoAdapter.h](#)

9.83 LLGL::VideoModeDescriptor Struct Reference

Video mode descriptor structure.

```
#include <RenderContextDescriptor.h>
```

Public Attributes

- [Size resolution](#)
Screen resolution.
- int [colorDepth](#) = 32
Color bit depth. Should be 24 or 32. By default 32.
- bool [fullscreen](#) = false
Specifies whether to enable fullscreen mode or windowed mode. By default windowed mode.
- [SwapChainMode swapChainMode](#) = [SwapChainMode::DoubleBuffering](#)
Swap chain buffering mode.

9.83.1 Detailed Description

Video mode descriptor structure.

9.83.2 Member Data Documentation

9.83.2.1 int LLGL::VideoModeDescriptor::colorDepth = 32

[Color](#) bit depth. Should be 24 or 32. By default 32.

9.83.2.2 bool LLGL::VideoModeDescriptor::fullscreen = false

Specifies whether to enable fullscreen mode or windowed mode. By default windowed mode.

9.83.2.3 Size LLGL::VideoModeDescriptor::resolution

Screen resolution.

9.83.2.4 SwapChainMode LLGL::VideoModeDescriptor::swapChainMode = SwapChainMode::DoubleBuffering

Swap chain buffering mode.

The documentation for this struct was generated from the following file:

- [RenderContextDescriptor.h](#)

9.84 LLGL::VideoOutput Struct Reference

Video output structure.

```
#include <VideoAdapter.h>
```

Public Attributes

- `std::vector< VideoDisplayMode > displayModes`
Video display mode list.

9.84.1 Detailed Description

Video output structure.

9.84.2 Member Data Documentation

9.84.2.1 `std::vector<VideoDisplayMode> LLGL::VideoOutput::displayModes`

Video display mode list.

The documentation for this struct was generated from the following file:

- [VideoAdapter.h](#)

9.85 LLGL::Viewport Struct Reference

[Viewport](#) dimensions.

```
#include <RenderContextFlags.h>
```

Public Member Functions

- [Viewport](#) ()=default
- [Viewport](#) (const [Viewport](#) &)=default
- [Viewport](#) (float [x](#), float [y](#), float [width](#), float [height](#))
- [Viewport](#) (float [x](#), float [y](#), float [width](#), float [height](#), float [minDepth](#), float [maxDepth](#))

Public Attributes

- float `x` = 0.0f
Left-top X coordinate.
- float `y` = 0.0f
Left-top Y coordinate.
- float `width` = 0.0f
Right-bottom width.
- float `height` = 0.0f
Right-bottom height.
- float `minDepth` = 0.0f
Minimal depth range.
- float `maxDepth` = 1.0f
Maximal depth range.

9.85.1 Detailed Description

`Viewport` dimensions.

Remarks

A viewport is in screen coordinates where the origin is in the left-top corner.

9.85.2 Constructor & Destructor Documentation

9.85.2.1 `LLGL::Viewport::Viewport ()` `[default]`

9.85.2.2 `LLGL::Viewport::Viewport (const Viewport &)` `[default]`

9.85.2.3 `LLGL::Viewport::Viewport (float x, float y, float width, float height)` `[inline]`

9.85.2.4 `LLGL::Viewport::Viewport (float x, float y, float width, float height, float minDepth, float maxDepth)` `[inline]`

9.85.3 Member Data Documentation

9.85.3.1 `float LLGL::Viewport::height = 0.0f`

Right-bottom height.

9.85.3.2 `float LLGL::Viewport::maxDepth = 1.0f`

Maximal depth range.

9.85.3.3 `float LLGL::Viewport::minDepth = 0.0f`

Minimal depth range.

9.85.3.4 float LLGL::Viewport::width = 0.0f

Right-bottom width.

9.85.3.5 float LLGL::Viewport::x = 0.0f

Left-top X coordinate.

9.85.3.6 float LLGL::Viewport::y = 0.0f

Left-top Y coordinate.

The documentation for this struct was generated from the following file:

- [RenderContextFlags.h](#)

9.86 LLGL::VsyncDescriptor Struct Reference

Vertical-synchronization (Vsync) descriptor structure.

```
#include <RenderContextDescriptor.h>
```

Public Attributes

- bool [enabled](#) = false
Specifies whether vertical-synchronisation (Vsync) is enabled or disabled. By default disabled.
- unsigned int [refreshRate](#) = 60
Refresh rate (in Hz). By default 60.
- unsigned int [interval](#) = 1
Synchronisation interval. Can be 1, 2, 3, or 4. If Vsync is disabled, this value is implicit zero.

9.86.1 Detailed Description

Vertical-synchronization (Vsync) descriptor structure.

9.86.2 Member Data Documentation

9.86.2.1 bool LLGL::VsyncDescriptor::enabled = false

Specifies whether vertical-synchronisation (Vsync) is enabled or disabled. By default disabled.

9.86.2.2 unsigned int LLGL::VsyncDescriptor::interval = 1

Synchronisation interval. Can be 1, 2, 3, or 4. If Vsync is disabled, this value is implicit zero.

9.86.2.3 unsigned int LLGL::VsyncDescriptor::refreshRate = 60

Refresh rate (in Hz). By default 60.

The documentation for this struct was generated from the following file:

- [RenderContextDescriptor.h](#)

9.87 LLGL::Window Class Reference

```
#include <Window.h>
```

Classes

- class [EventListener](#)

Public Member Functions

- virtual [~Window](#) ()
- virtual void [SetPosition](#) (const [Point](#) &position)=0
- virtual [Point](#) [GetPosition](#) () const =0
- virtual void [SetSize](#) (const [Size](#) &size, bool useClientArea=true)=0
- virtual [Size](#) [GetSize](#) (bool useClientArea=true) const =0
- virtual void [SetTitle](#) (const std::wstring &title)=0
- virtual std::wstring [GetTitle](#) () const =0
- virtual void [Show](#) (bool show=true)=0
- virtual bool [IsShown](#) () const =0
- virtual [WindowDescriptor](#) [QueryDesc](#) () const =0

Query a window descriptor, which describes the current state of this window.
- virtual void [SetDesc](#) (const [WindowDescriptor](#) &desc)=0

Sets the new window descriptor.
- virtual void [Recreate](#) (const [WindowDescriptor](#) &desc)=0

Recreates the internal window object. This may invalidate the native handle previously returned by "GetNativeHandle".
- virtual void [GetNativeHandle](#) (void *nativeHandle) const =0

Returns the native window handle.
- bool [ProcessEvent](#) ()

Processes the events for this window (i.e. mouse movement, key presses etc.).
- void [AddEventListener](#) (const std::shared_ptr< [EventListener](#) > &eventListener)
- void [RemoveEventListener](#) (const [EventListener](#) *eventListener)
- void [PostKeyDown](#) ([Key](#) keyCode)
- void [PostKeyUp](#) ([Key](#) keyCode)
- void [PostDoubleClick](#) ([Key](#) keyCode)
- void [PostChar](#) (wchar_t chr)
- void [PostWheelMotion](#) (int motion)
- void [PostLocalMotion](#) (const [Point](#) &position)
- void [PostGlobalMotion](#) (const [Point](#) &motion)
- void [PostResize](#) (const [Size](#) &clientAreaSize)
- void [PostQuit](#) ()

Posts the 'OnQuit' event to all event listeners.

Static Public Member Functions

- static std::unique_ptr< [Window](#) > [Create](#) (const [WindowDescriptor](#) &desc)

Protected Member Functions

- virtual void [ProcessSystemEvents](#) ()=0

9.87.1 Constructor & Destructor Documentation

9.87.1.1 virtual LLGL::Window::~~Window () [virtual]

9.87.2 Member Function Documentation

9.87.2.1 void LLGL::Window::AddEventListener (const std::shared_ptr< [EventListener](#) > & *eventListener*)

9.87.2.2 static std::unique_ptr<[Window](#)> LLGL::Window::Create (const [WindowDescriptor](#) & *desc*) [static]

9.87.2.3 virtual void LLGL::Window::GetNativeHandle (void * *nativeHandle*) const [pure virtual]

Returns the native window handle.

Remarks

This must be casted to a platform specific structure:

```
#include <LLGL/Platform/NativeHandle.h>
//...
LLGL::NativeHandle handle;
window.GetNativeHandle(&handle);
```

9.87.2.4 virtual [Point](#) LLGL::Window::GetPosition () const [pure virtual]

9.87.2.5 virtual [Size](#) LLGL::Window::GetSize (bool *useClientArea* =true) const [pure virtual]

9.87.2.6 virtual std::wstring LLGL::Window::GetTitle () const [pure virtual]

9.87.2.7 virtual bool LLGL::Window::IsShown () const [pure virtual]

9.87.2.8 void LLGL::Window::PostChar (wchar_t *chr*)

9.87.2.9 void LLGL::Window::PostDoubleClick ([Key](#) *keyCode*)

9.87.2.10 void LLGL::Window::PostGlobalMotion (const [Point](#) & *motion*)

9.87.2.11 void LLGL::Window::PostKeyDown ([Key](#) *keyCode*)

9.87.2.12 void LLGL::Window::PostKeyUp ([Key](#) *keyCode*)

9.87.2.13 void LLGL::Window::PostLocalMotion (const [Point](#) & *position*)

9.87.2.14 void LLGL::Window::PostQuit ()

Posts the 'OnQuit' event to all event listeners.

Remarks

If at least one event listener returns false within the "OnQuit" callback, the window will not quit. If all event listener return true within the "OnQuit" callback, "ProcessEvents" will returns false from now on.

9.87.2.15 void LLGL::Window::PostResize (const **Size** & *clientAreaSize*)

9.87.2.16 void LLGL::Window::PostWheelMotion (int *motion*)

9.87.2.17 bool LLGL::Window::ProcessEvents ()

Processes the events for this window (i.e. mouse movement, key presses etc.).

Returns

Once the "PostQuit" function was called on this window object, this function returns false. This will happen, when the user clicks on the close button.

9.87.2.18 virtual void LLGL::Window::ProcessSystemEvents () [protected],[pure virtual]

9.87.2.19 virtual **WindowDescriptor** LLGL::Window::QueryDesc () const [pure virtual]

[Query](#) a window descriptor, which describes the current state of this window.

9.87.2.20 virtual void LLGL::Window::Recreate (const **WindowDescriptor** & *desc*) [pure virtual]

Recreates the internal window object. This may invalidate the native handle previously returned by "GetNativeHandle".

See also

[GetNativeHandle](#)

9.87.2.21 void LLGL::Window::RemoveEventListener (const **EventListener** * *eventListener*)

9.87.2.22 virtual void LLGL::Window::SetDesc (const **WindowDescriptor** & *desc*) [pure virtual]

Sets the new window descriptor.

9.87.2.23 virtual void LLGL::Window::SetPosition (const **Point** & *position*) [pure virtual]

9.87.2.24 virtual void LLGL::Window::SetSize (const **Size** & *size*, bool *useClientArea* = true) [pure virtual]

9.87.2.25 virtual void LLGL::Window::SetTitle (const std::wstring & *title*) [pure virtual]

9.87.2.26 virtual void LLGL::Window::Show (bool *show* = true) [pure virtual]

The documentation for this class was generated from the following file:

- [Window.h](#)

9.88 LLGL::WindowDescriptor Struct Reference

[Window](#) descriptor structure.

```
#include <Window.h>
```

Public Attributes

- `std::wstring` [title](#)
- [Point](#) [position](#)
[Window](#) position (relative to the client area).
- [Size](#) [size](#)
Client area size.
- `bool` [visible](#) = false
- `bool` [borderless](#) = false
- `bool` [resizable](#) = false
- `bool` [acceptDropFiles](#) = false
- `bool` [preventForPowerSafe](#) = false
- `bool` [centered](#) = false
- `const void *` [windowContext](#) = nullptr
[Window](#) context handle.

9.88.1 Detailed Description

[Window](#) descriptor structure.

9.88.2 Member Data Documentation

9.88.2.1 `bool` LLGL::WindowDescriptor::acceptDropFiles = false

9.88.2.2 `bool` LLGL::WindowDescriptor::borderless = false

9.88.2.3 `bool` LLGL::WindowDescriptor::centered = false

9.88.2.4 [Point](#) LLGL::WindowDescriptor::position

[Window](#) position (relative to the client area).

9.88.2.5 `bool` LLGL::WindowDescriptor::preventForPowerSafe = false

9.88.2.6 `bool` LLGL::WindowDescriptor::resizable = false

9.88.2.7 [Size](#) LLGL::WindowDescriptor::size

Client area size.

9.88.2.8 `std::wstring LLGL::WindowDescriptor::title`

9.88.2.9 `bool LLGL::WindowDescriptor::visible = false`

9.88.2.10 `const void* LLGL::WindowDescriptor::windowContext = nullptr`

[Window](#) context handle.

Remarks

If used, this must be casted from a platform specific structure:

```
#include <LLGL/Platform/NativeHandle.h>
//...
LLGL::NativeContextHandle handle;
//handle.parentWindow = ...
windowDesc.windowContext = reinterpret_cast<const void*>(&handle);
```

The documentation for this struct was generated from the following file:

- [Window.h](#)

Chapter 10

File Documentation

10.1 Buffer.h File Reference

```
#include "Export.h"  
#include "BufferFlags.h"
```

Classes

- class [LLGL::Buffer](#)
Hardware buffer interface.

Namespaces

- [LLGL](#)

10.2 BufferArray.h File Reference

```
#include "Export.h"  
#include "BufferFlags.h"
```

Classes

- class [LLGL::BufferArray](#)
Array of hardware buffers interface.

Namespaces

- [LLGL](#)

10.3 BufferFlags.h File Reference

```
#include "Export.h"
#include "VertexFormat.h"
#include "IndexFormat.h"
#include "RenderSystemFlags.h"
#include <string>
```

Classes

- struct [LLGL::BufferFlags](#)
Buffer flags enumeration.
- struct [LLGL::BufferDescriptor](#)
Hardware buffer descriptor structure.
- struct [LLGL::BufferDescriptor::VertexBufferDescriptor](#)
Vertex buffer descriptor structure.
- struct [LLGL::BufferDescriptor::IndexBufferDescriptor](#)
- struct [LLGL::BufferDescriptor::StorageBufferDescriptor](#)
- struct [LLGL::ConstantBufferViewDescriptor](#)
Constant buffer shader-view descriptor structure.
- struct [LLGL::StorageBufferViewDescriptor](#)
Storage buffer shader-view descriptor structure.

Namespaces

- [LLGL](#)

Enumerations

- enum [LLGL::BufferType](#) {
 [LLGL::BufferType::Vertex](#), [LLGL::BufferType::Index](#), [LLGL::BufferType::Constant](#), [LLGL::BufferType::Storage](#),
 [LLGL::BufferType::StreamOutput](#) }
Hardware buffer type enumeration.
- enum [LLGL::StorageBufferType](#) {
 [LLGL::StorageBufferType::Buffer](#), [LLGL::StorageBufferType::StructuredBuffer](#), [LLGL::StorageBufferType::↔](#)
 [ByteAddressBuffer](#), [LLGL::StorageBufferType::RWBuffer](#),
 [LLGL::StorageBufferType::RWStructuredBuffer](#), [LLGL::StorageBufferType::RWByteAddressBuffer](#), [LLGL::↔](#)
 [StorageBufferType::AppendStructuredBuffer](#), [LLGL::StorageBufferType::ConsumeStructuredBuffer](#) }
Storage buffer type enumeration.
- enum [LLGL::BufferCPUAccess](#) { [LLGL::BufferCPUAccess::ReadOnly](#), [LLGL::BufferCPUAccess::WriteOnly](#),
 [LLGL::BufferCPUAccess::ReadWrite](#) }
Hardware buffer CPU access enumeration.

10.4 Color.h File Reference

```
#include <Gauss/Real.h>
#include <Gauss/Assert.h>
#include <Gauss/Tags.h>
#include <Gauss/Equals.h>
#include <algorithm>
```

Classes

- class [LLGL::Color< T, N >](#)
Base color class with N components.

Namespaces

- [LLGL](#)

Functions

- `template<typename T >`
`T LLGL::MaxColorValue ()`
Returns the maximal color value for the data type T. By default 1.
- `template<>`
`unsigned char LLGL::MaxColorValue< unsigned char > \(\)`
Specialized version. For unsigned 8-bit integers, the return value is 255.
- `template<>`
`bool LLGL::MaxColorValue< bool > \(\)`
Specialized version. For booleans, the return value is true.
- `template<typename T, std::size_t N>`
`Color< T, N > LLGL::operator+ (const Color< T, N > &lhs, const Color< T, N > &rhs)`
- `template<typename T, std::size_t N>`
`Color< T, N > LLGL::operator- (const Color< T, N > &lhs, const Color< T, N > &rhs)`
- `template<typename T, std::size_t N>`
`Color< T, N > LLGL::operator* (const Color< T, N > &lhs, const Color< T, N > &rhs)`
- `template<typename T, std::size_t N>`
`Color< T, N > LLGL::operator/ (const Color< T, N > &lhs, const Color< T, N > &rhs)`
- `template<typename T, std::size_t N>`
`Color< T, N > LLGL::operator* (const Color< T, N > &lhs, const T &rhs)`
- `template<typename T, std::size_t N>`
`Color< T, N > LLGL::operator* (const T &lhs, const Color< T, N > &rhs)`
- `template<typename T, std::size_t N>`
`Color< T, N > LLGL::operator/ (const Color< T, N > &lhs, const T &rhs)`
- `template<typename T, std::size_t N>`
`bool LLGL::operator== (const Color< T, N > &lhs, const Color< T, N > &rhs)`
- `template<typename T, std::size_t N>`
`bool LLGL::operator!= (const Color< T, N > &lhs, const Color< T, N > &rhs)`

10.5 ColorRGB.h File Reference

```
#include "Color.h"
```

Classes

- class [LLGL::Color< T, 3u >](#)
RGB color class with components: r, g, and b.

Namespaces

- [LLGL](#)

Typedefs

- `template<typename T >`
`using LLGL::ColorRGBT = Color< T, 3 >`
- `using LLGL::ColorRGB = ColorRGBT< Gs::Real >`
- `using LLGL::ColorRGBb = ColorRGBT< bool >`
- `using LLGL::ColorRGBf = ColorRGBT< float >`
- `using LLGL::ColorRGBd = ColorRGBT< double >`
- `using LLGL::ColorRGBub = ColorRGBT< unsigned char >`

10.6 ColorRGBA.h File Reference

```
#include "Color.h"
```

Classes

- class [LLGL::Color< T, 4u >](#)
RGBA color class with components: r, g, b, and a.

Namespaces

- [LLGL](#)

Typedefs

- `template<typename T >`
`using LLGL::ColorRGBAT = Color< T, 4 >`
- `using LLGL::ColorRGBA = ColorRGBAT< Gs::Real >`
- `using LLGL::ColorRGBAb = ColorRGBAT< bool >`
- `using LLGL::ColorRGBAf = ColorRGBAT< float >`
- `using LLGL::ColorRGBAd = ColorRGBAT< double >`
- `using LLGL::ColorRGBAub = ColorRGBAT< unsigned char >`

10.7 CommandBuffer.h File Reference

```
#include "Export.h"
#include "RenderContextFlags.h"
#include "RenderSystemFlags.h"
#include "ColorRGBA.h"
#include "Buffer.h"
#include "BufferArray.h"
#include "Texture.h"
#include "TextureArray.h"
#include "RenderTarget.h"
#include "ShaderProgram.h"
#include "GraphicsPipeline.h"
#include "ComputePipeline.h"
#include "Sampler.h"
#include "Query.h"
```

Classes

- class [LLGL::CommandBuffer](#)
Command buffer interface.

Namespaces

- [LLGL](#)

10.8 ComputePipeline.h File Reference

```
#include "Export.h"
```

Classes

- struct [LLGL::ComputePipelineDescriptor](#)
Compute pipeline descriptor structure.
- class [LLGL::ComputePipeline](#)
Compute pipeline interface.

Namespaces

- [LLGL](#)

10.9 Desktop.h File Reference

```
#include "Export.h"  
#include "Types.h"  
#include "RenderContextDescriptor.h"
```

Namespaces

- [LLGL](#)
- [LLGL::Desktop](#)

Functions

- [LLGL_EXPORT](#) Size [LLGL::Desktop::GetResolution](#) ()
Returns the desktop resolution.
- [LLGL_EXPORT](#) int [LLGL::Desktop::GetColorDepth](#) ()
Returns the desktop color depth (bits per pixel).
- [LLGL_EXPORT](#) bool [LLGL::Desktop::SetVideoMode](#) (const VideoModeDescriptor &videoMode)
Sets the new specified video mode for the desktop (resolution and fullscreen mode).
- [LLGL_EXPORT](#) bool [LLGL::Desktop::ResetVideoMode](#) ()
Restes the standard video mode for the desktop.

10.10 Export.h File Reference

Macros

- `#define LLGL_EXPORT`

10.10.1 Macro Definition Documentation

10.10.1.1 `#define LLGL_EXPORT`

10.11 Format.h File Reference

```
#include "Export.h"
```

Namespaces

- [LLGL](#)

Enumerations

- enum [LLGL::DataType](#) {
[LLGL::DataType::Int8](#), [LLGL::DataType::UInt8](#), [LLGL::DataType::Int16](#), [LLGL::DataType::UInt16](#),
[LLGL::DataType::Int32](#), [LLGL::DataType::UInt32](#), [LLGL::DataType::Float](#), [LLGL::DataType::Double](#) }
Renderer data types enumeration.
- enum [LLGL::VectorType](#) {
[LLGL::VectorType::Float](#), [LLGL::VectorType::Float2](#), [LLGL::VectorType::Float3](#), [LLGL::VectorType::Float4](#),
[LLGL::VectorType::Double](#), [LLGL::VectorType::Double2](#), [LLGL::VectorType::Double3](#), [LLGL::VectorType::Double4](#),
[LLGL::VectorType::Int](#), [LLGL::VectorType::Int2](#), [LLGL::VectorType::Int3](#), [LLGL::VectorType::Int4](#),
[LLGL::VectorType::UInt](#), [LLGL::VectorType::UInt2](#), [LLGL::VectorType::UInt3](#), [LLGL::VectorType::UInt4](#) }
Renderer vector types enumeration.

Functions

- [LLGL_EXPORT](#) unsigned int [LLGL::DataTypeSize](#) (const [DataType](#) dataType)
Returns the size (in bytes) of the specified data type.
- [LLGL_EXPORT](#) unsigned int [LLGL::VectorTypeSize](#) (const [VectorType](#) vectorType)
Returns the size (in bytes) of the specified vector type.
- [LLGL_EXPORT](#) void [LLGL::VectorTypeFormat](#) (const [VectorType](#) vectorType, [DataType](#) &dataType, unsigned int &components)
Retrieves the format of the specified vector type.

10.12 GraphicsPipeline.h File Reference

```
#include "Export.h"
#include "GraphicsPipelineFlags.h"
```

Classes

- class [LLGL::GraphicsPipeline](#)
Graphics pipeline interface.

Namespaces

- [LLGL](#)

10.13 GraphicsPipelineFlags.h File Reference

```
#include "Export.h"
#include "ColorRGBA.h"
#include <vector>
#include <cstdint>
```

Classes

- struct [LLGL::MultiSamplingDescriptor](#)
Multi-sampling descriptor structure.
- struct [LLGL::DepthDescriptor](#)
Depth state descriptor structure.
- struct [LLGL::StencilFaceDescriptor](#)
Stencil face descriptor structure.
- struct [LLGL::StencilDescriptor](#)
Stencil state descriptor structure.
- struct [LLGL::RasterizerDescriptor](#)
Rasterizer state descriptor structure.
- struct [LLGL::BlendTargetDescriptor](#)
Blend target state descriptor structure.
- struct [LLGL::BlendDescriptor](#)
Blending state descriptor structure.
- struct [LLGL::GraphicsPipelineDescriptor](#)
Graphics pipeline descriptor structure.

Namespaces

- [LLGL](#)

Enumerations

- enum `LLGL::PrimitiveType` { `LLGL::PrimitiveType::Points`, `LLGL::PrimitiveType::Lines`, `LLGL::PrimitiveType::Triangles` }
Primitive type enumeration.
- enum `LLGL::PrimitiveTopology` {
`LLGL::PrimitiveTopology::PointList`, `LLGL::PrimitiveTopology::LineList`, `LLGL::PrimitiveTopology::LineStrip`,
`LLGL::PrimitiveTopology::LineLoop`,
`LLGL::PrimitiveTopology::LineListAdjacency`, `LLGL::PrimitiveTopology::LineStripAdjacency`, `LLGL::PrimitiveTopology::TriangleList`, `LLGL::PrimitiveTopology::TriangleStrip`,
`LLGL::PrimitiveTopology::TriangleFan`, `LLGL::PrimitiveTopology::TriangleListAdjacency`, `LLGL::PrimitiveTopology::TriangleStripAdjacency`, `LLGL::PrimitiveTopology::Patches1`,
`LLGL::PrimitiveTopology::Patches2`, `LLGL::PrimitiveTopology::Patches3`, `LLGL::PrimitiveTopology::Patches4`,
`LLGL::PrimitiveTopology::Patches5`,
`LLGL::PrimitiveTopology::Patches6`, `LLGL::PrimitiveTopology::Patches7`, `LLGL::PrimitiveTopology::Patches8`,
`LLGL::PrimitiveTopology::Patches9`,
`LLGL::PrimitiveTopology::Patches10`, `LLGL::PrimitiveTopology::Patches11`, `LLGL::PrimitiveTopology::Patches12`, `LLGL::PrimitiveTopology::Patches13`,
`LLGL::PrimitiveTopology::Patches14`, `LLGL::PrimitiveTopology::Patches15`, `LLGL::PrimitiveTopology::Patches16`, `LLGL::PrimitiveTopology::Patches17`,
`LLGL::PrimitiveTopology::Patches18`, `LLGL::PrimitiveTopology::Patches19`, `LLGL::PrimitiveTopology::Patches20`, `LLGL::PrimitiveTopology::Patches21`,
`LLGL::PrimitiveTopology::Patches22`, `LLGL::PrimitiveTopology::Patches23`, `LLGL::PrimitiveTopology::Patches24`, `LLGL::PrimitiveTopology::Patches25`,
`LLGL::PrimitiveTopology::Patches26`, `LLGL::PrimitiveTopology::Patches27`, `LLGL::PrimitiveTopology::Patches28`, `LLGL::PrimitiveTopology::Patches29`,
`LLGL::PrimitiveTopology::Patches30`, `LLGL::PrimitiveTopology::Patches31`, `LLGL::PrimitiveTopology::Patches32` }
Primitive topology enumeration.
- enum `LLGL::CompareOp` {
`LLGL::CompareOp::Never`, `LLGL::CompareOp::Less`, `LLGL::CompareOp::Equal`, `LLGL::CompareOp::LessEqual`,
`LLGL::CompareOp::Greater`, `LLGL::CompareOp::NotEqual`, `LLGL::CompareOp::GreaterEqual`, `LLGL::CompareOp::Ever` }
Compare operations enumeration.
- enum `LLGL::StencilOp` {
`LLGL::StencilOp::Keep`, `LLGL::StencilOp::Zero`, `LLGL::StencilOp::Replace`, `LLGL::StencilOp::IncClamp`,
`LLGL::StencilOp::DecClamp`, `LLGL::StencilOp::Invert`, `LLGL::StencilOp::IncWrap`, `LLGL::StencilOp::DecWrap` }
Stencil operations enumeration.
- enum `LLGL::BlendOp` {
`LLGL::BlendOp::Zero`, `LLGL::BlendOp::One`, `LLGL::BlendOp::SrcColor`, `LLGL::BlendOp::InvSrcColor`,
`LLGL::BlendOp::SrcAlpha`, `LLGL::BlendOp::InvSrcAlpha`, `LLGL::BlendOp::DestColor`, `LLGL::BlendOp::InvDestColor`,
`LLGL::BlendOp::DestAlpha`, `LLGL::BlendOp::InvDestAlpha`, `LLGL::BlendOp::SrcAlphaSaturate`, `LLGL::BlendOp::BlendFactor`,
`LLGL::BlendOp::InvBlendFactor`, `LLGL::BlendOp::Src1Color`, `LLGL::BlendOp::InvSrc1Color`, `LLGL::BlendOp::Src1Alpha`,
`LLGL::BlendOp::InvSrc1Alpha` }
Blending operations enumeration.
- enum `LLGL::BlendArithmetic` {
`LLGL::BlendArithmetic::Add`, `LLGL::BlendArithmetic::Subtract`, `LLGL::BlendArithmetic::RevSubtract`, `LLGL::BlendArithmetic::Min`,
`LLGL::BlendArithmetic::Max` }
Blending arithmetic operations enumeration.
- enum `LLGL::PolygonMode` { `LLGL::PolygonMode::Fill`, `LLGL::PolygonMode::Wireframe`, `LLGL::PolygonMode::Points` }

Polygon filling modes enumeration.

- enum [LLGL::CullMode](#) { [LLGL::CullMode::Disabled](#), [LLGL::CullMode::Front](#), [LLGL::CullMode::Back](#) }

Polygon culling modes enumeration.

10.14 Image.h File Reference

```
#include "Export.h"
#include "Format.h"
#include "RenderSystemFlags.h"
#include "TextureFlags.h"
#include <memory>
```

Classes

- struct [LLGL::ImageDescriptor](#)
Image descriptor structure.

Namespaces

- [LLGL](#)

Typedefs

- using [LLGL::ByteBuffer](#) = std::unique_ptr< char[]>
Common byte buffer type.

Enumerations

- enum [LLGL::ImageFormat](#) {
[LLGL::ImageFormat::R](#), [LLGL::ImageFormat::RG](#), [LLGL::ImageFormat::RGB](#), [LLGL::ImageFormat::BGR](#),
[LLGL::ImageFormat::RGBA](#), [LLGL::ImageFormat::BGRA](#), [LLGL::ImageFormat::Depth](#), [LLGL::ImageFormat::DepthStencil](#),
[LLGL::ImageFormat::CompressedRGB](#), [LLGL::ImageFormat::CompressedRGBA](#) }
Image format used to write texture data.

Functions

- [LLGL_EXPORT](#) unsigned int [LLGL::ImageFormatSize](#) (const ImageFormat imageFormat)
Returns the size (in number of components) of the specified image format.
- [LLGL_EXPORT](#) bool [LLGL::IsCompressedFormat](#) (const ImageFormat format)
Returns true if the specified color format is a compressed format, i.e. either [ImageFormat::CompressedRGB](#), or [ImageFormat::CompressedRGBA](#).
- [LLGL_EXPORT](#) bool [LLGL::IsDepthStencilFormat](#) (const ImageFormat format)
Returns true if the specified color format is a depth-stencil format, i.e. either [ImageFormat::Depth](#) or [ImageFormat::DepthStencil](#).
- [LLGL_EXPORT](#) ByteBuffer [LLGL::ConvertImageBuffer](#) (ImageFormat srcFormat, DataType srcDataType, const void *srcBuffer, std::size_t srcBufferSize, ImageFormat dstFormat, DataType dstDataType, std::size_t threadCount=0)
Converts the image format and data type of the source image (only uncompressed color formats).

10.15 IndexFormat.h File Reference

```
#include "Export.h"  
#include "Image.h"
```

Classes

- class [LLGL::IndexFormat](#)

Namespaces

- [LLGL](#)

10.16 Input.h File Reference

```
#include <LLGL/Window.h>  
#include <LLGL/Types.h>  
#include <array>  
#include <string>
```

Classes

- class [LLGL::Input](#)

Namespaces

- [LLGL](#)

10.17 Key.h File Reference

Namespaces

- [LLGL](#)

Enumerations

- enum LLGL::Key {
 LLGL::Key::LButton, LLGL::Key::RButton, LLGL::Key::Cancel, LLGL::Key::MButton,
 LLGL::Key::XButton1, LLGL::Key::XButton2, LLGL::Key::Back, LLGL::Key::Tab,
 LLGL::Key::Clear, LLGL::Key::Return, LLGL::Key::Shift, LLGL::Key::Control,
 LLGL::Key::Menu, LLGL::Key::Pause, LLGL::Key::Capital, LLGL::Key::Escape,
 LLGL::Key::Space, LLGL::Key::PageUp, LLGL::Key::PageDown, LLGL::Key::End,
 LLGL::Key::Home, LLGL::Key::Left, LLGL::Key::Up, LLGL::Key::Right,
 LLGL::Key::Down, LLGL::Key::Select, LLGL::Key::Print, LLGL::Key::Exe,
 LLGL::Key::Snapshot, LLGL::Key::Insert, LLGL::Key::Delete, LLGL::Key::Help,
 LLGL::Key::D0, LLGL::Key::D1, LLGL::Key::D2, LLGL::Key::D3,
 LLGL::Key::D4, LLGL::Key::D5, LLGL::Key::D6, LLGL::Key::D7,
 LLGL::Key::D8, LLGL::Key::D9, LLGL::Key::A, LLGL::Key::B,
 LLGL::Key::C, LLGL::Key::D, LLGL::Key::E, LLGL::Key::F,
 LLGL::Key::G, LLGL::Key::H, LLGL::Key::I, LLGL::Key::J,
 LLGL::Key::K, LLGL::Key::L, LLGL::Key::M, LLGL::Key::N,
 LLGL::Key::O, LLGL::Key::P, LLGL::Key::Q, LLGL::Key::R,
 LLGL::Key::S, LLGL::Key::T, LLGL::Key::U, LLGL::Key::V,
 LLGL::Key::W, LLGL::Key::X, LLGL::Key::Y, LLGL::Key::Z,
 LLGL::Key::LWin, LLGL::Key::RWin, LLGL::Key::Apps, LLGL::Key::Sleep,
 LLGL::Key::Keypad0, LLGL::Key::Keypad1, LLGL::Key::Keypad2, LLGL::Key::Keypad3,
 LLGL::Key::Keypad4, LLGL::Key::Keypad5, LLGL::Key::Keypad6, LLGL::Key::Keypad7,
 LLGL::Key::Keypad8, LLGL::Key::Keypad9, LLGL::Key::KeypadMultiply, LLGL::Key::KeypadPlus,
 LLGL::Key::KeypadSeparator, LLGL::Key::KeypadMinus, LLGL::Key::KeypadDecimal, LLGL::Key::Keypad←
 Divide,
 LLGL::Key::F1, LLGL::Key::F2, LLGL::Key::F3, LLGL::Key::F4,
 LLGL::Key::F5, LLGL::Key::F6, LLGL::Key::F7, LLGL::Key::F8,
 LLGL::Key::F9, LLGL::Key::F10, LLGL::Key::F11, LLGL::Key::F12,
 LLGL::Key::F13, LLGL::Key::F14, LLGL::Key::F15, LLGL::Key::F16,
 LLGL::Key::F17, LLGL::Key::F18, LLGL::Key::F19, LLGL::Key::F20,
 LLGL::Key::F21, LLGL::Key::F22, LLGL::Key::F23, LLGL::Key::F24,
 LLGL::Key::NumLock, LLGL::Key::ScrollLock, LLGL::Key::LShift, LLGL::Key::RShift,
 LLGL::Key::LControl, LLGL::Key::RControl, LLGL::Key::LMenu, LLGL::Key::RMenu,
 LLGL::Key::BrowserBack, LLGL::Key::BrowserForward, LLGL::Key::BrowserRefresh, LLGL::Key::Browser←
 Stop,
 LLGL::Key::BrowserSearch, LLGL::Key::BrowserFavorits, LLGL::Key::BrowserHome, LLGL::Key::Volume←
 Mute,
 LLGL::Key::VolumeDown, LLGL::Key::VolumeUp, LLGL::Key::MediaNextTrack, LLGL::Key::MediaPrevTrack,
 LLGL::Key::MediaStop, LLGL::Key::MediaPlayPause, LLGL::Key::LaunchMail, LLGL::Key::LaunchMedia←
 Select,
 LLGL::Key::LaunchApp1, LLGL::Key::LaunchApp2, LLGL::Key::Plus, LLGL::Key::Comma,
 LLGL::Key::Minus, LLGL::Key::Period, LLGL::Key::Exponent, LLGL::Key::Attn,
 LLGL::Key::CrSel, LLGL::Key::ExSel, LLGL::Key::ErEOF, LLGL::Key::Play,
 LLGL::Key::Zoom, LLGL::Key::NoName, LLGL::Key::PA1, LLGL::Key::OEMClear }

Input key codes.

10.18 LinuxNativeHandle.h File Reference

```
#include <X11/Xlib.h>
#include <X11/Xutil.h>
```

Classes

- struct [LLGL::NativeHandle](#)
Linux native handle structure.
- struct [LLGL::NativeContextHandle](#)
Linux native context handle structure.

Namespaces

- [LLGL](#)

10.19 LLGL.h File Reference

```
#include "Window.h"
#include "Input.h"
#include "Timer.h"
#include "RenderSystem.h"
#include "ColorRGB.h"
#include "ColorRGBA.h"
#include "Desktop.h"
#include "Version.h"
```

10.20 Log.h File Reference

```
#include "Export.h"
#include <ostream>
```

Namespaces

- [LLGL](#)
- [LLGL::Log](#)

Functions

- [LLGL_EXPORT](#) void [LLGL::Log::SetStdOut](#) (std::ostream &stream)
Sets the standard output stream. By default std::cout.
- [LLGL_EXPORT](#) void [LLGL::Log::SetStdErr](#) (std::ostream &stream)
Sets the standard output stream for error and warning messages. By default std::cerr.
- [LLGL_EXPORT](#) std::ostream & [LLGL::Log::StdOut](#) ()
Returns the standard output stream.
- [LLGL_EXPORT](#) std::ostream & [LLGL::Log::StdErr](#) ()
Returns the standard output stream for error and warning messages.

10.21 MacOSNativeHandle.h File Reference

```
#include <Cocoa/Cocoa.h>
```

Classes

- struct [LLGL::NativeHandle](#)
Linux native handle structure.
- struct [LLGL::NativeContextHandle](#)
Linux native context handle structure.

Namespaces

- [LLGL](#)

10.22 NativeHandle.h File Reference

10.23 Query.h File Reference

```
#include "Export.h"  
#include "QueryFlags.h"
```

Classes

- class [LLGL::Query](#)
Query interface.

Namespaces

- [LLGL](#)

10.24 QueryFlags.h File Reference

Classes

- struct [LLGL::QueryDescriptor](#)
Query descriptor structure.

Namespaces

- [LLGL](#)

Enumerations

- enum [LLGL::QueryType](#) {
[LLGL::QueryType::SamplesPassed](#), [LLGL::QueryType::AnySamplesPassed](#), [LLGL::QueryType::AnySamplesPassedConservative](#), [LLGL::QueryType::PrimitivesGenerated](#),
[LLGL::QueryType::TimeElapsed](#), [LLGL::QueryType::StreamOutPrimitivesWritten](#), [LLGL::QueryType::StreamOutOverflow](#), [LLGL::QueryType::VerticesSubmitted](#),
[LLGL::QueryType::PrimitivesSubmitted](#), [LLGL::QueryType::VertexShaderInvocations](#), [LLGL::QueryType::TessControlShaderInvocations](#), [LLGL::QueryType::TessEvaluationShaderInvocations](#),
[LLGL::QueryType::GeometryShaderInvocations](#), [LLGL::QueryType::FragmentShaderInvocations](#), [LLGL::QueryType::ComputeShaderInvocations](#), [LLGL::QueryType::GeometryPrimitivesGenerated](#),
[LLGL::QueryType::ClippingInputPrimitives](#), [LLGL::QueryType::ClippingOutputPrimitives](#) }
Query type enumeration.

10.25 RenderContext.h File Reference

```
#include "Export.h"
#include "Window.h"
#include "RenderContextDescriptor.h"
#include "RenderContextFlags.h"
#include "RenderSystemFlags.h"
#include "ColorRGBA.h"
#include "Buffer.h"
#include "BufferArray.h"
#include "ShaderProgram.h"
#include "Texture.h"
#include "TextureArray.h"
#include "RenderTarget.h"
#include "GraphicsPipeline.h"
#include "ComputePipeline.h"
#include "Sampler.h"
#include "Query.h"
#include <Gauss/Vector3.h>
#include <string>
#include <map>
```

Classes

- class [LLGL::RenderContext](#)
Render context interface.

Namespaces

- [LLGL](#)

10.26 RenderContextDescriptor.h File Reference

```
#include "Export.h"
#include "Types.h"
#include "GraphicsPipelineFlags.h"
#include <functional>
```

Classes

- struct [LLGL::VsyncDescriptor](#)
Vertical-synchronization (Vsync) descriptor structure.
- struct [LLGL::VideoModeDescriptor](#)
Video mode descriptor structure.
- struct [LLGL::ProfileOpenGLDescriptor](#)
OpenGL profile descriptor structure.
- struct [LLGL::RenderContextDescriptor](#)
Render context descriptor structure.

Namespaces

- [LLGL](#)

Typedefs

- using [LLGL::DebugCallback](#) = std::function< void(const std::string &type, const std::string &message)>
Debug callback function interface.

Enumerations

- enum [LLGL::OpenGLVersion](#) {
[LLGL::OpenGLVersion::OpenGL_Latest](#) = 0, [LLGL::OpenGLVersion::OpenGL_1_0](#) = 100, [LLGL::OpenGLVersion::OpenGL_1_1](#) = 110, [LLGL::OpenGLVersion::OpenGL_1_2](#) = 120,
[LLGL::OpenGLVersion::OpenGL_1_3](#) = 130, [LLGL::OpenGLVersion::OpenGL_1_4](#) = 140, [LLGL::OpenGLVersion::OpenGL_1_5](#) = 150, [LLGL::OpenGLVersion::OpenGL_2_0](#) = 200,
[LLGL::OpenGLVersion::OpenGL_2_1](#) = 210, [LLGL::OpenGLVersion::OpenGL_3_0](#) = 300, [LLGL::OpenGLVersion::OpenGL_3_1](#) = 310, [LLGL::OpenGLVersion::OpenGL_3_2](#) = 320,
[LLGL::OpenGLVersion::OpenGL_3_3](#) = 330, [LLGL::OpenGLVersion::OpenGL_4_0](#) = 400, [LLGL::OpenGLVersion::OpenGL_4_1](#) = 410, [LLGL::OpenGLVersion::OpenGL_4_2](#) = 420,
[LLGL::OpenGLVersion::OpenGL_4_3](#) = 430, [LLGL::OpenGLVersion::OpenGL_4_4](#) = 440, [LLGL::OpenGLVersion::OpenGL_4_5](#) = 450 }
- enum [LLGL::SwapChainMode](#) { [LLGL::SwapChainMode::SingleBuffering](#) = 1, [LLGL::SwapChainMode::DoubleBuffering](#) = 2, [LLGL::SwapChainMode::TripleBuffering](#) = 3 }
Swap chain mode enumeration.

Functions

- [LLGL_EXPORT](#) bool [LLGL::operator==](#) (const VsyncDescriptor &lhs, const VsyncDescriptor &rhs)
- [LLGL_EXPORT](#) bool [LLGL::operator!=](#) (const VsyncDescriptor &lhs, const VsyncDescriptor &rhs)
- [LLGL_EXPORT](#) bool [LLGL::operator==](#) (const VideoModeDescriptor &lhs, const VideoModeDescriptor &rhs)
- [LLGL_EXPORT](#) bool [LLGL::operator!=](#) (const VideoModeDescriptor &lhs, const VideoModeDescriptor &rhs)

10.27 RenderContextFlags.h File Reference

Classes

- struct [LLGL::ClearBuffersFlags](#)
Render context clear buffer flags.
- struct [LLGL::Viewport](#)
Viewport dimensions.
- struct [LLGL::Scissor](#)
Scissor dimensions.
- union [LLGL::GraphicsAPIDependentStateDescriptor](#)
Low-level graphics API dependent state descriptor union.
- struct [LLGL::GraphicsAPIDependentStateDescriptor::StateOpenGLDescriptor](#)

Namespaces

- [LLGL](#)

Enumerations

- enum [LLGL::RenderConditionMode](#) {
[LLGL::RenderConditionMode::Wait](#), [LLGL::RenderConditionMode::NoWait](#), [LLGL::RenderConditionMode::ByRegionWait](#), [LLGL::RenderConditionMode::ByRegionNoWait](#),
[LLGL::RenderConditionMode::WaitInverted](#), [LLGL::RenderConditionMode::NoWaitInverted](#), [LLGL::RenderConditionMode::ByRegionWaitInverted](#), [LLGL::RenderConditionMode::ByRegionNoWaitInverted](#) }
Render condition mode enumeration.
- enum [LLGL::LogicOp](#) {
[LLGL::LogicOp::Keep](#), [LLGL::LogicOp::Disabled](#), [LLGL::LogicOp::Clear](#), [LLGL::LogicOp::Set](#),
[LLGL::LogicOp::Copy](#), [LLGL::LogicOp::InvertedCopy](#), [LLGL::LogicOp::Noop](#), [LLGL::LogicOp::Invert](#),
[LLGL::LogicOp::AND](#), [LLGL::LogicOp::NAND](#), [LLGL::LogicOp::OR](#), [LLGL::LogicOp::NOR](#),
[LLGL::LogicOp::XOR](#), [LLGL::LogicOp::Equiv](#), [LLGL::LogicOp::ReverseAND](#), [LLGL::LogicOp::InvertedAND](#),
[LLGL::LogicOp::ReverseOR](#), [LLGL::LogicOp::InvertedOR](#) }
Logical pixel operation enumeration.

10.28 RenderingDebugger.h File Reference

```
#include "Export.h"
#include <map>
#include <string>
```

Classes

- class [LLGL::RenderingDebugger](#)
Rendering debugger interface.
- class [LLGL::RenderingDebugger::Message](#)
Rendering debugger message class.

Namespaces

- [LLGL](#)

Enumerations

- enum [LLGL::ErrorType](#) { [LLGL::ErrorType::InvalidArgument](#), [LLGL::ErrorType::InvalidState](#), [LLGL::ErrorType::UnsupportedFeature](#) }
Rendering debugger error types enumeration.
- enum [LLGL::WarningType](#) { [LLGL::WarningType::ImproperArgument](#), [LLGL::WarningType::ImproperState](#), [LLGL::WarningType::PointlessOperation](#) }

10.29 RenderingProfiler.h File Reference

```
#include "Export.h"
#include "RenderContextFlags.h"
#include "GraphicsPipelineFlags.h"
```

Classes

- class [LLGL::RenderingProfiler](#)
Rendering profiler model class.
- class [LLGL::RenderingProfiler::Counter](#)
Profiling counter class.

Namespaces

- [LLGL](#)

10.30 RenderSystem.h File Reference

```
#include "Export.h"
#include "RenderContext.h"
#include "CommandBuffer.h"
#include "RenderSystemFlags.h"
#include "RenderingProfiler.h"
#include "RenderingDebugger.h"
#include "Buffer.h"
#include "Texture.h"
#include "RenderTarget.h"
#include "ShaderProgram.h"
#include "GraphicsPipeline.h"
#include "ComputePipeline.h"
#include "Sampler.h"
#include "Query.h"
#include "BufferArray.h"
#include "TextureArray.h"
#include <string>
#include <memory>
#include <vector>
```

Classes

- class [LLGL::RenderSystem](#)
Render system interface.

Namespaces

- [LLGL](#)

10.31 RenderSystemFlags.h File Reference

```
#include <Gauss/Vector3.h>
#include "ColorRGBA.h"
#include <stddef>
#include <string>
```

Classes

- struct [LLGL::RenderSystemConfiguration](#)
Render system configuration structure.
- struct [LLGL::RenderedID](#)
Renderer identification number enumeration.
- struct [LLGL::RenderedInfo](#)
Renderer basic information structure.
- struct [LLGL::RenderingCaps](#)
Rendering capabilities structure.

Namespaces

- [LLGL](#)

Enumerations

- enum [LLGL::ShadingLanguage](#) {
[LLGL::ShadingLanguage::Unsupported](#) = 0, [LLGL::ShadingLanguage::GLSL_110](#) = 110, [LLGL::ShadingLanguage::GLSL_120](#) = 120, [LLGL::ShadingLanguage::GLSL_130](#) = 130,
[LLGL::ShadingLanguage::GLSL_140](#) = 140, [LLGL::ShadingLanguage::GLSL_150](#) = 150, [LLGL::ShadingLanguage::GLSL_330](#) = 330, [LLGL::ShadingLanguage::GLSL_400](#) = 400,
[LLGL::ShadingLanguage::GLSL_410](#) = 410, [LLGL::ShadingLanguage::GLSL_420](#) = 420, [LLGL::ShadingLanguage::GLSL_430](#) = 430, [LLGL::ShadingLanguage::GLSL_440](#) = 440,
[LLGL::ShadingLanguage::GLSL_450](#) = 450, [LLGL::ShadingLanguage::HLSL_2_0](#) = 100200, [LLGL::ShadingLanguage::HLSL_2_0a](#) = 100201, [LLGL::ShadingLanguage::HLSL_2_0b](#) = 100202,
[LLGL::ShadingLanguage::HLSL_3_0](#) = 100300, [LLGL::ShadingLanguage::HLSL_4_0](#) = 100400, [LLGL::ShadingLanguage::HLSL_4_1](#) = 100410, [LLGL::ShadingLanguage::HLSL_5_0](#) = 100500 }
Shading language version enumeration.
- enum [LLGL::ScreenOrigin](#) { [LLGL::ScreenOrigin::LowerLeft](#), [LLGL::ScreenOrigin::UpperLeft](#) }
Screen coordinate system origin enumeration.
- enum [LLGL::ClippingRange](#) { [LLGL::ClippingRange::MinusOneToOne](#), [LLGL::ClippingRange::ZeroToOne](#) }
Clipping depth range enumeration.

10.32 RenderTarget.h File Reference

```
#include "Export.h"
#include "TextureFlags.h"
#include <Gauss/Vector2.h>
```

Classes

- struct [LLGL::RenderTargetAttachmentDescriptor](#)
Render target attachment descriptor structure.
- class [LLGL::RenderTarget](#)
Render target interface.

Namespaces

- [LLGL](#)

10.33 Sampler.h File Reference

```
#include "Export.h"
#include "SamplerFlags.h"
```

Classes

- class [LLGL::Sampler](#)
[Sampler](#) interface.

Namespaces

- [LLGL](#)

10.34 SamplerFlags.h File Reference

```
#include "Export.h"
#include "GraphicsPipelineFlags.h"
#include "ColorRGBA.h"
#include <cstdint>
```

Classes

- struct [LLGL::SamplerDescriptor](#)
[Texture](#) sampler descriptor structure.

Namespaces

- [LLGL](#)

Enumerations

- enum [LLGL::TextureWrap](#) {
[LLGL::TextureWrap::Repeat](#), [LLGL::TextureWrap::Mirror](#), [LLGL::TextureWrap::Clamp](#), [LLGL::TextureWrap::Border](#),
[LLGL::TextureWrap::MirrorOnce](#) }
Texture coordinate wrap enumeration.
- enum [LLGL::TextureFilter](#) { [LLGL::TextureFilter::Nearest](#), [LLGL::TextureFilter::Linear](#) }
Texture sampling filter enumeration.

10.35 Shader.h File Reference

```
#include "Export.h"
#include "ShaderFlags.h"
```

Classes

- class [LLGL::Shader](#)
Shader interface.

Namespaces

- [LLGL](#)

10.36 ShaderFlags.h File Reference

```
#include "Export.h"
#include "StreamOutputFormat.h"
#include <string>
```

Classes

- struct [LLGL::ShaderCompileFlags](#)
Shader compilation flags enumeration.
- struct [LLGL::ShaderDisassembleFlags](#)
Shader disassemble flags enumeration.
- struct [LLGL::ShaderStageFlags](#)
Shader stage flags.
- struct [LLGL::ShaderSource](#)
Shader source code structure.
- struct [LLGL::ShaderSource::SourceHLSL](#)
Additional descriptor for HLSL shader source.
- struct [LLGL::ShaderSource::StreamOutput](#)
Additional descriptor for stream outputs.

Namespaces

- [LLGL](#)

Enumerations

- enum [LLGL::ShaderType](#) {
[LLGL::ShaderType::Vertex](#), [LLGL::ShaderType::TessControl](#), [LLGL::ShaderType::TessEvaluation](#), [LLGL::ShaderType::Geometry](#),
[LLGL::ShaderType::Fragment](#), [LLGL::ShaderType::Compute](#) }
Shader type enumeration.

10.37 ShaderProgram.h File Reference

```
#include "Export.h"
#include "Shader.h"
#include "VertexFormat.h"
#include "StreamOutputFormat.h"
#include "BufferFlags.h"
#include "ShaderUniform.h"
#include <string>
#include <vector>
```

Classes

- class [LLGL::ShaderProgram](#)
Shader program interface.

Namespaces

- [LLGL](#)

10.38 ShaderUniform.h File Reference

```
#include "Export.h"
#include <string>
#include <Gauss/Vector2.h>
#include <Gauss/Vector3.h>
#include <Gauss/Vector4.h>
#include <Gauss/Matrix.h>
```

Classes

- struct [LLGL::UniformDescriptor](#)
Shader uniform descriptor structure.
- class [LLGL::ShaderUniform](#)
Shader uniform setter interface.

Namespaces

- [LLGL](#)

Enumerations

- `enum LLGL::UniformType {
 LLGL::UniformType::Float, LLGL::UniformType::Float2, LLGL::UniformType::Float3, LLGL::UniformType::↵
 Float4,
 LLGL::UniformType::Double, LLGL::UniformType::Double2, LLGL::UniformType::Double3, LLGL::Uniform↵
 Type::Double4,
 LLGL::UniformType::Int, LLGL::UniformType::Int2, LLGL::UniformType::Int3, LLGL::UniformType::Int4,
 LLGL::UniformType::Float2x2, LLGL::UniformType::Float3x3, LLGL::UniformType::Float4x4, LLGL::↵
 UniformType::Double2x2,
 LLGL::UniformType::Double3x3, LLGL::UniformType::Double4x4, LLGL::UniformType::Sampler1D, LLGL::↵
 UniformType::Sampler2D,
 LLGL::UniformType::Sampler3D, LLGL::UniformType::SamplerCube }
 Shader uniform type enumeration.`

10.39 StreamOutputAttribute.h File Reference

```
#include "Export.h"
#include "Format.h"
#include <string>
```

Classes

- `struct LLGL::StreamOutputAttribute`
Stream-output attribute structure.

Namespaces

- [LLGL](#)

Functions

- `LLGL_EXPORT bool LLGL::operator== (const StreamOutputAttribute &lhs, const StreamOutputAttribute &rhs)`
- `LLGL_EXPORT bool LLGL::operator!= (const StreamOutputAttribute &lhs, const StreamOutputAttribute &rhs)`

10.40 StreamOutputFormat.h File Reference

```
#include "Export.h"
#include "StreamOutputAttribute.h"
#include <vector>
```

Classes

- struct [LLGL::StreamOutputFormat](#)
Stream-output format descriptor structure.

Namespaces

- [LLGL](#)

10.41 Texture.h File Reference

```
#include "Export.h"  
#include "Image.h"  
#include "TextureFlags.h"  
#include <Gauss/Vector3.h>
```

Classes

- class [LLGL::Texture](#)
Texture interface.

Namespaces

- [LLGL](#)

10.42 TextureArray.h File Reference

```
#include "Export.h"
```

Classes

- class [LLGL::TextureArray](#)
Array of textures interface.

Namespaces

- [LLGL](#)

10.43 TextureFlags.h File Reference

```
#include "Export.h"  
#include <Gauss/Vector3.h>  
#include <cstddef>
```

Classes

- struct [LLGL::TextureDescriptor](#)
Texture descriptor structure.
- struct [LLGL::TextureDescriptor::Texture1DDescriptor](#)
- struct [LLGL::TextureDescriptor::Texture2DDescriptor](#)
- struct [LLGL::TextureDescriptor::Texture3DDescriptor](#)
- struct [LLGL::TextureDescriptor::TextureCubeDescriptor](#)
- struct [LLGL::TextureDescriptor::Texture2DMSDescriptor](#)
- struct [LLGL::SubTextureDescriptor](#)
Sub-texture descriptor structure.
- struct [LLGL::SubTextureDescriptor::Texture1DDescriptor](#)
- struct [LLGL::SubTextureDescriptor::Texture2DDescriptor](#)
- struct [LLGL::SubTextureDescriptor::Texture3DDescriptor](#)
- struct [LLGL::SubTextureDescriptor::TextureCubeDescriptor](#)

Namespaces

- [LLGL](#)

Enumerations

- enum [LLGL::TextureType](#) {
[LLGL::TextureType::Texture1D](#), [LLGL::TextureType::Texture2D](#), [LLGL::TextureType::Texture3D](#), [LLGL::TextureType::TextureCube](#),
[LLGL::TextureType::Texture1DArray](#), [LLGL::TextureType::Texture2DArray](#), [LLGL::TextureType::TextureCubeArray](#), [LLGL::TextureType::Texture2DMS](#),
[LLGL::TextureType::Texture2DMSArray](#) }
Texture type enumeration.
- enum [LLGL::TextureFormat](#) {
[LLGL::TextureFormat::Unknown](#), [LLGL::TextureFormat::DepthComponent](#), [LLGL::TextureFormat::DepthStencil](#), [LLGL::TextureFormat::R](#),
[LLGL::TextureFormat::RG](#), [LLGL::TextureFormat::RGB](#), [LLGL::TextureFormat::RGBA](#), [LLGL::TextureFormat::R8](#),
[LLGL::TextureFormat::R8Sgn](#), [LLGL::TextureFormat::R16](#), [LLGL::TextureFormat::R16Sgn](#), [LLGL::TextureFormat::R16Float](#),
[LLGL::TextureFormat::R32UInt](#), [LLGL::TextureFormat::R32SInt](#), [LLGL::TextureFormat::R32Float](#), [LLGL::TextureFormat::RG8](#),
[LLGL::TextureFormat::RG8Sgn](#), [LLGL::TextureFormat::RG16](#), [LLGL::TextureFormat::RG16Sgn](#), [LLGL::TextureFormat::RG16Float](#),
[LLGL::TextureFormat::RG32UInt](#), [LLGL::TextureFormat::RG32SInt](#), [LLGL::TextureFormat::RG32Float](#), [LLGL::TextureFormat::RGB8](#),
[LLGL::TextureFormat::RGB8Sgn](#), [LLGL::TextureFormat::RGB16](#), [LLGL::TextureFormat::RGB16Sgn](#), [LLGL::TextureFormat::RGB16Float](#),
[LLGL::TextureFormat::RGB32UInt](#), [LLGL::TextureFormat::RGB32SInt](#), [LLGL::TextureFormat::RGB32Float](#), [LLGL::TextureFormat::RGBA8](#),
[LLGL::TextureFormat::RGBA8Sgn](#), [LLGL::TextureFormat::RGBA16](#), [LLGL::TextureFormat::RGBA16Sgn](#), [LLGL::TextureFormat::RGBA16Float](#),
[LLGL::TextureFormat::RGBA32UInt](#), [LLGL::TextureFormat::RGBA32SInt](#), [LLGL::TextureFormat::RGBA32Float](#), [LLGL::TextureFormat::RGB_DXT1](#),
[LLGL::TextureFormat::RGBA_DXT1](#), [LLGL::TextureFormat::RGBA_DXT3](#), [LLGL::TextureFormat::RGBA_DXT5](#) }
Hardware texture format enumeration.
- enum [LLGL::AxisDirection](#) {
[LLGL::AxisDirection::XPos](#) = 0, [LLGL::AxisDirection::XNeg](#), [LLGL::AxisDirection::YPos](#), [LLGL::AxisDirection::YNeg](#),
[LLGL::AxisDirection::ZPos](#), [LLGL::AxisDirection::ZNeg](#) }
Axis direction (also used for texture cube face).

Functions

- **LLGL_EXPORT** unsigned int **LLGL::NumMipLevels** (unsigned int width, unsigned int height=1, unsigned int depth=1)
Returns the number of MIP-map levels for a texture with the specified size.
- **LLGL_EXPORT** bool **LLGL::IsCompressedFormat** (const TextureFormat format)
Returns true if the specified texture format is a compressed format, i.e. either [TextureFormat::RGB_DXT1](#), [TextureFormat::RGBA_DXT1](#), [TextureFormat::RGBA_DXT3](#), or [TextureFormat::RGBA_DXT5](#).
- **LLGL_EXPORT** bool **LLGL::IsArrayTexture** (const TextureType type)
Returns true if the specified texture type is an array texture.
- **LLGL_EXPORT** bool **LLGL::IsMultiSampleTexture** (const TextureType type)
Returns true if the specified texture type is a multi-sample texture.

10.44 Timer.h File Reference

```
#include <LLGL/Export.h>
#include <memory>
```

Classes

- class [LLGL::Timer](#)

Namespaces

- [LLGL](#)

10.45 Types.h File Reference

```
#include <Gauss/Vector2.h>
```

Namespaces

- [LLGL](#)

Typedefs

- using [LLGL::Point](#) = Gs::Vector2i
2D point (integer)
- using [LLGL::Size](#) = Gs::Vector2i
2D size (integer)

10.46 Utility.h File Reference

```
#include "Export.h"
#include "TextureFlags.h"
#include "BufferFlags.h"
```

Namespaces

- [LLGL](#)

Functions

- [LLGL_EXPORT](#) TextureDescriptor [LLGL::Texture1DDesc](#) (TextureFormat format, unsigned int width)
Returns a [TextureDescriptor](#) structure with the [TextureType::Texture1D](#) type.
- [LLGL_EXPORT](#) TextureDescriptor [LLGL::Texture2DDesc](#) (TextureFormat format, unsigned int width, unsigned int height)
Returns a [TextureDescriptor](#) structure with the [TextureType::Texture2D](#) type.
- [LLGL_EXPORT](#) TextureDescriptor [LLGL::Texture3DDesc](#) (TextureFormat format, unsigned int width, unsigned int height, unsigned int depth)
Returns a [TextureDescriptor](#) structure with the [TextureType::Texture3D](#) type.
- [LLGL_EXPORT](#) TextureDescriptor [LLGL::TextureCubeDesc](#) (TextureFormat format, unsigned int width, unsigned int height)
Returns a [TextureDescriptor](#) structure with the [TextureType::TextureCube](#) type.
- [LLGL_EXPORT](#) TextureDescriptor [LLGL::Texture1DArrayDesc](#) (TextureFormat format, unsigned int width, unsigned int layers)
Returns a [TextureDescriptor](#) structure with the [TextureType::Texture1DArray](#) type.
- [LLGL_EXPORT](#) TextureDescriptor [LLGL::Texture2DArrayDesc](#) (TextureFormat format, unsigned int width, unsigned int height, unsigned int layers)
Returns a [TextureDescriptor](#) structure with the [TextureType::Texture2DArray](#) type.
- [LLGL_EXPORT](#) TextureDescriptor [LLGL::TextureCubeArrayDesc](#) (TextureFormat format, unsigned int width, unsigned int height, unsigned int layers)
Returns a [TextureDescriptor](#) structure with the [TextureType::TextureCubeArray](#) type.
- [LLGL_EXPORT](#) TextureDescriptor [LLGL::Texture2DMSDesc](#) (TextureFormat format, unsigned int width, unsigned int height, unsigned int samples, bool fixedSamples=true)
Returns a [TextureDescriptor](#) structure with the [TextureType::Texture2DMS](#) type.
- [LLGL_EXPORT](#) TextureDescriptor [LLGL::Texture2DMSArrayDesc](#) (TextureFormat format, unsigned int width, unsigned int height, unsigned int layers, unsigned int samples, bool fixedSamples=true)
Returns a [TextureDescriptor](#) structure with the [TextureType::Texture2DMSArray](#) type.
- [LLGL_EXPORT](#) BufferDescriptor [LLGL::VertexBufferDesc](#) (unsigned int size, const VertexFormat &vertexFormat, long flags=0)
Returns a [BufferDescriptor](#) structure for a vertex buffer.
- [LLGL_EXPORT](#) BufferDescriptor [LLGL::IndexBufferDesc](#) (unsigned int size, const IndexFormat &indexFormat, long flags=0)
Returns a [BufferDescriptor](#) structure for an index buffer.
- [LLGL_EXPORT](#) BufferDescriptor [LLGL::ConstantBufferDesc](#) (unsigned int size, long flags=BufferFlags::DynamicUsage)
Returns a [BufferDescriptor](#) structure for a constant buffer.
- [LLGL_EXPORT](#) BufferDescriptor [LLGL::StorageBufferDesc](#) (unsigned int size, const StorageBufferType storageType, unsigned int stride, long flags=BufferFlags::MapReadAccess|BufferFlags::MapWriteAccess)
Returns a [BufferDescriptor](#) structure for a storage buffer.

10.47 Version.h File Reference

```
#include "Export.h"
#include <string>
```

Namespaces

- [LLGL](#)
- [LLGL::Version](#)

Functions

- [LLGL_EXPORT](#) unsigned int [LLGL::Version::GetMajor](#) ()
Returns the major [LLGL](#) version (e.g. 1 stands for "1.00").
- [LLGL_EXPORT](#) unsigned int [LLGL::Version::GetMinor](#) ()
Returns the minor [LLGL](#) version (e.g. 1 stands for "0.01"). Must be less than 100.
- [LLGL_EXPORT](#) unsigned int [LLGL::Version::GetRevision](#) ()
Returns the revision version number. Must be less than 100.
- [LLGL_EXPORT](#) std::string [LLGL::Version::GetStatus](#) ()
Returns the [LLGL](#) version status (either "Alpha", "Beta", or empty).
- [LLGL_EXPORT](#) unsigned int [LLGL::Version::GetID](#) ()
Returns the full [LLGL](#) version as an ID number (e.g. 200317 stands for "2.03 (Rev. 17)").
- [LLGL_EXPORT](#) std::string [LLGL::Version::GetString](#) ()
Returns the full [LLGL](#) version as a string (e.g. "0.01 Beta (Rev. 1)").

10.48 VertexAttribute.h File Reference

```
#include "Export.h"
#include "Format.h"
#include <string>
```

Classes

- struct [LLGL::VertexAttribute](#)
Vertex attribute structure.

Namespaces

- [LLGL](#)

Functions

- [LLGL_EXPORT](#) bool [LLGL::operator==](#) (const VertexAttribute &lhs, const VertexAttribute &rhs)
- [LLGL_EXPORT](#) bool [LLGL::operator!=](#) (const VertexAttribute &lhs, const VertexAttribute &rhs)

10.49 VertexFormat.h File Reference

```
#include "Export.h"
#include "VertexAttribute.h"
#include <vector>
```

Classes

- struct [LLGL::VertexFormat](#)
Vertex format descriptor structure.

Namespaces

- [LLGL](#)

10.50 VideoAdapter.h File Reference

```
#include "Export.h"
#include <vector>
#include <string>
```

Classes

- struct [LLGL::VideoDisplayMode](#)
Video display mode structure.
- struct [LLGL::VideoOutput](#)
Video output structure.
- struct [LLGL::VideoAdapterDescriptor](#)
Video adapter descriptor structure.

Namespaces

- [LLGL](#)

Functions

- [LLGL_EXPORT](#) bool [LLGL::operator==](#) (const VideoDisplayMode &lhs, const VideoDisplayMode &rhs)
- [LLGL_EXPORT](#) bool [LLGL::CompareSWO](#) (const VideoDisplayMode &lhs, const VideoDisplayMode &rhs)
Compares the two video display modes in a strict-weak-order (SWO) fashion.

10.51 Win32NativeHandle.h File Reference

```
#include <Windows.h>
```

Classes

- struct [LLGL::NativeHandle](#)
Linux native handle structure.
- struct [LLGL::NativeContextHandle](#)
Linux native context handle structure.

Namespaces

- [LLGL](#)

10.52 Window.h File Reference

```
#include <string>
#include <memory>
#include <vector>
#include <LLGL/Export.h>
#include <LLGL/Key.h>
#include <LLGL/Types.h>
```

Classes

- struct [LLGL::WindowDescriptor](#)
Window descriptor structure.
- class [LLGL::Window](#)
- class [LLGL::Window::EventListener](#)

Namespaces

- [LLGL](#)

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