



链滴

# Vulkan-001 绘制三角形

作者: [Aerks](#)

原文链接: <https://ld246.com/article/1484113517948>

来源网站: [链滴](#)

许可协议: [署名-相同方式共享 4.0 国际 \(CC BY-SA 4.0\)](#)

<p>win32 平台</p>

<p><strong>外壳是这样子的: </strong> </p>

```
<pre class="brush: cpp">VulkanExample *vulkanExample;
```

```
//win32事件回调函数
```

```
LRESULT CALLBACK WndProc(HWND hWnd, UINT uMsg, WPARAM wParam, LPARAM lParam)
```

```
{  
    if (vulkanExample != nullptr)  
    {  
        vulkanExample-&gt;handleMessages(hWnd, uMsg, wParam, lParam);  
    }  
    return (DefWindowProc(hWnd, uMsg, wParam, lParam));  
}
```

```
// win32程序入口点
```

```
int APIENTRY WinMain(HINSTANCE hInstance, HINSTANCE hPrevInstance, LPSTR pCmdLine, int nCmdShow)
```

```
{  
    vulkanExample = new VulkanExample();  
    vulkanExample-&gt;setupWindow(hInstance, WndProc);
```

```
  
    vulkanExample-&gt;renderLoop();  
    delete(vulkanExample);  
    return 0;
```

```
}
```

```
</pre>
```

<p>&nbsp;</p>

<p>&nbsp;</p>

```
<pre class="brush: cpp">VulkanExample 类<br /> <br /> <br /> <br /> <br /> <br /> <br /> </pre>
```

<p>&nbsp;</p>