

CometEngineClient/CometEngine  
Renderer/Renderer/CometEngineDXRenderer.h

```
graph TD; A[CometEngineClient/CometEngine<br/>Renderer/Renderer/CometEngineDXRenderer.h] --> B[d3d.h]; A --> C[d3d11.h]; A --> D[d3dcompiler.h]; A --> E[DirectXMath.h];
```

d3d.h

d3d11.h

d3dcompiler.h

DirectXMath.h