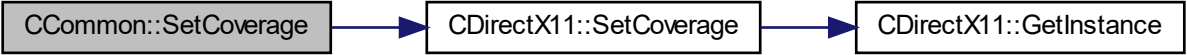


CCommon::SetCoverage



```
graph LR; A[CCommon::SetCoverage] --> B[C DirectX11::SetCoverage]; B --> C[C DirectX11::GetInstance];
```

C DirectX11::SetCoverage

C DirectX11::GetInstance