


CDirectX11::SetBackBuffer



```
graph LR; A[CDirectX11::SetBackBuffer] --> B[CDirectX11::GetInstance]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'CDirectX11::SetBackBuffer'. The right box is white and contains the text 'CDirectX11::GetInstance'. A blue arrow points from the right side of the gray box to the left side of the white box.

CDirectX11::GetInstance