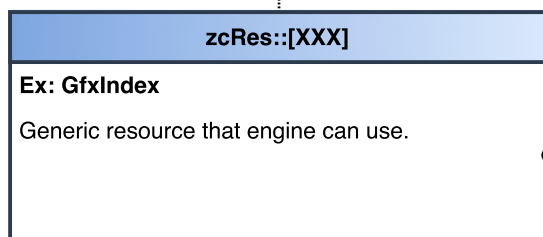
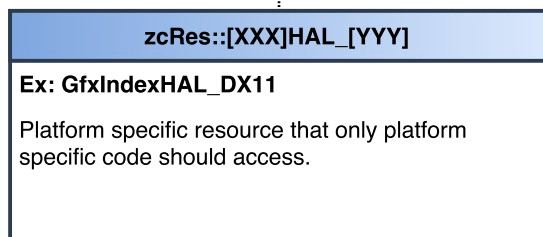
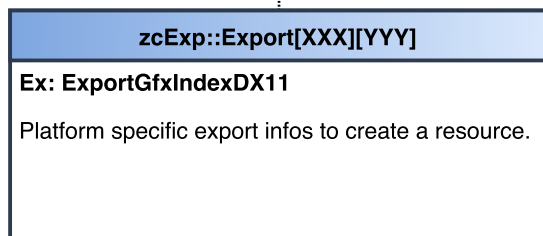
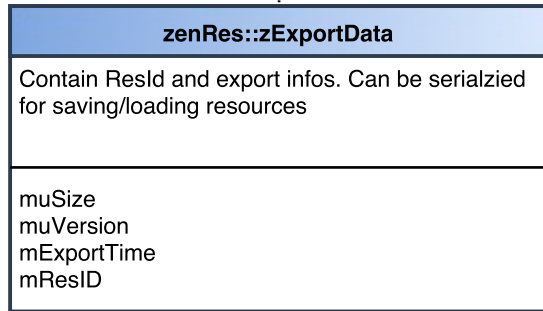
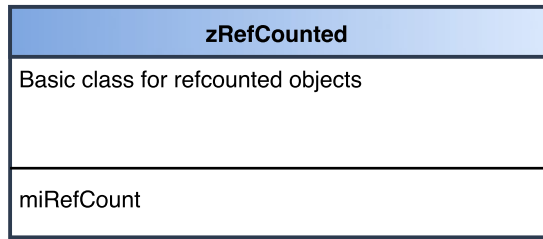
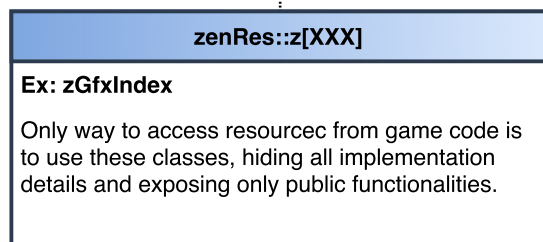
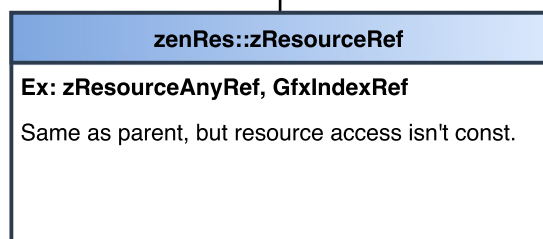
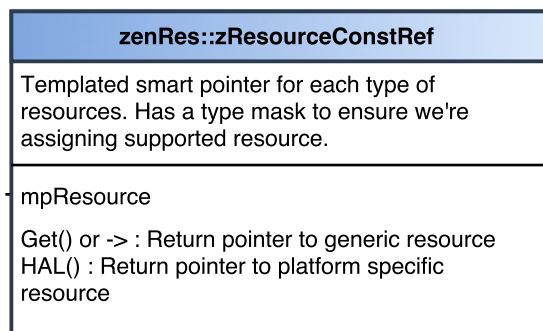


## Resource Hierarchy



[XXX] : Resource name (ex GfxIndex)  
[YYY] : Platform name (ex: DX11)



protected