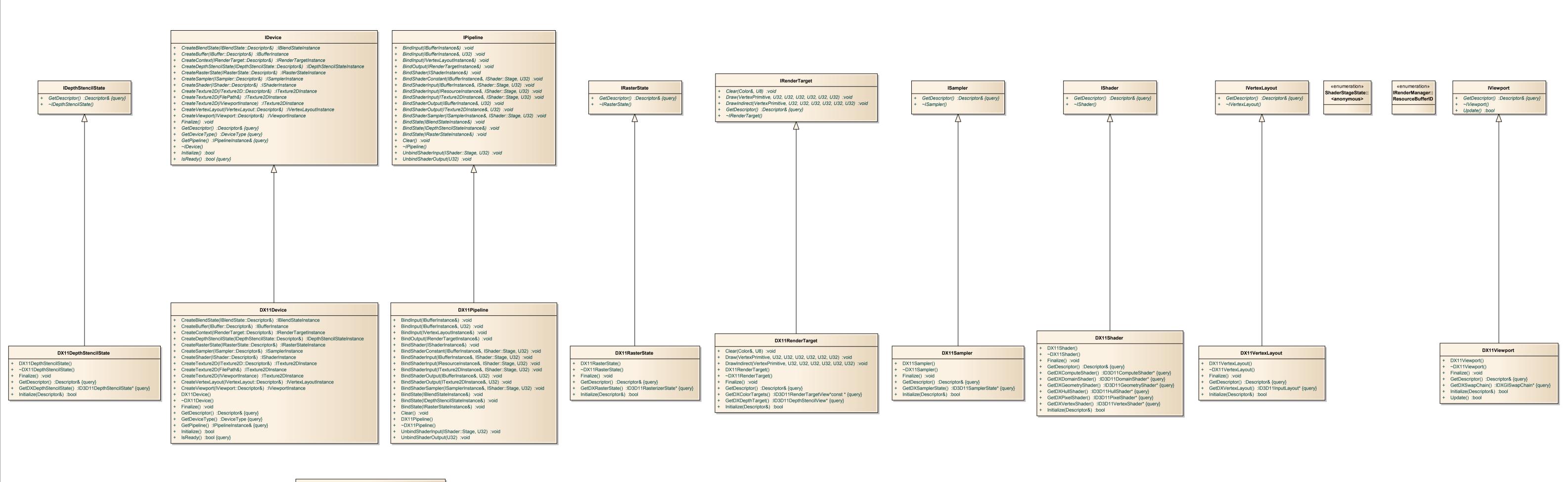


Update():bool



DX11Core

GetDXDevice() :ID3D11Device* {query}
GetDXDeviceContext() :ID3D11DeviceContext() :ID3D11DeviceContext() :ID3D11DeviceContext() :ID3D11DeviceContext() :ID3D11DeviceContext() :ID3D11Device*

+ GetDXDeviceContext() :ID3D11DeviceContext* {query} + GetDXViewportList() :Containers::List<D3D11_VIEWPORT>&