

C:/Users/eugen/Desktop  
/Programming/EugeneLib  
/EugeneLib/EugeneLib/Source  
/Graphics/DirectX12/Dx12VertexView.cpp

Dx12VertexView.h

d3d12.h

../../../../Include/Graphics  
/GpuResource.h

../../../../Include/Graphics  
/VertexView.h

memory

cstdint

