

EugeneLib::Dx12ShaderResource
Views::CreateConstantBuffer



```
graph LR; A[EugeneLib::Dx12ShaderResourceViews::CreateConstantBuffer] --> B[EugeneLib::GpuResource::GetResource]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is gray and contains the text 'EugeneLib::Dx12ShaderResourceViews::CreateConstantBuffer'. The right box is white and contains the text 'EugeneLib::GpuResource::GetResource'. A blue arrow points from the right side of the gray box to the left side of the white box.

EugeneLib::GpuResource
::GetResource