

EugeneLib::Dx12Uploadable  
Resource::Dx12UploadableResource



```
graph LR; A[EugeneLib::Dx12UploadableResource::Dx12UploadableResource] --> B[EugeneLib::Texture::GetData];
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is white with a black border and contains the text 'EugeneLib::Dx12UploadableResource::Dx12UploadableResource'. The right box is gray with a black border and contains the text 'EugeneLib::Texture::GetData'.

EugeneLib::Texture  
::GetData