

EugeneLib::Get2DMatrix

```
graph LR; A[EugeneLib::Get2DMatrix] --> B[DirectX::XMMatrixIdentity]
```

A diagram showing a mapping from the function EugeneLib::Get2DMatrix to the DirectX::XMMatrixIdentity constant. The function name is in a white box on the left, and the constant name is in a gray box on the right, connected by a blue arrow pointing from left to right.

DirectX::XMMatrixIdentity