

EugeneLib::Get2DMatrix

```
graph LR; A[EugeneLib::Get2DMatrix] --> B[DirectX::XMMatrixIdentity]; A --> C[DirectX::XMStoreFloat4x4];
```

The diagram illustrates a function call or dependency. A grey rectangular box on the left contains the text 'EugeneLib::Get2DMatrix'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'DirectX::XMMatrixIdentity'. The bottom arrow points to another white rectangular box containing 'DirectX::XMStoreFloat4x4'. All boxes have a thin black border.

DirectX::XMMatrixIdentity

DirectX::XMStoreFloat4x4