

EugeneLib::Dx12Uploadable
Resource::Dx12UploadableResource



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

EugeneLib::Texture
::GetData

EugeneLib::Texture
::GetInfo