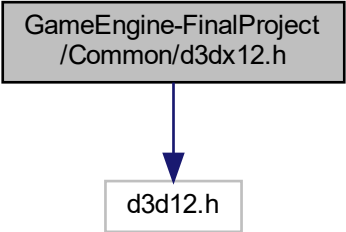


GameEngine-FinalProject
/Common/d3dx12.h



d3d12.h