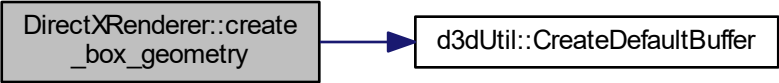


DirectXRenderer::create
_box_geometry



```
graph LR; A[DirectXRenderer::create_box_geometry] --> B[d3dUtil::CreateDefaultBuffer]
```

A diagram showing a call from the function `DirectXRenderer::create_box_geometry` to the function `d3dUtil::CreateDefaultBuffer`. The first function is in a grey box, and the second is in a white box. A blue arrow points from the first box to the second.

d3dUtil::CreateDefaultBuffer