

DirectX::CreateDDSTexture  
FromFile12



```
graph LR; A[GetAlphaMode] --> B[DirectX::CreateDDSTextureFromFile12]
```

A diagram showing a call from a function named 'GetAlphaMode' to a function named 'DirectX::CreateDDSTextureFromFile12'. The 'GetAlphaMode' box is on the right, and the 'DirectX::CreateDDSTextureFromFile12' box is on the left. A blue arrow points from the right side of the 'GetAlphaMode' box to the right side of the 'DirectX::CreateDDSTextureFromFile12' box.

GetAlphaMode