

C:/Users/micho/Desktop  
/mt\_engine/mt/DDSTextureLoader.h

```
graph TD; A["C:/Users/micho/Desktop /mt_engine/mt/DDSTextureLoader.h"] --> B["wrl.h"]; A --> C["d3d11_1.h"]; A --> D["d3dx12.h"]; A --> E["stdint.h"]; D --> F["d3d12.h"];
```

wrl.h

d3d11\_1.h

d3dx12.h

stdint.h

d3d12.h