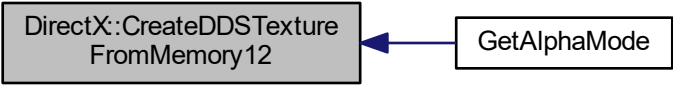


DirectX::CreateDDSTexture  
FromMemory12



```
graph LR; A[GetAlphaMode] --> B[DirectX::CreateDDSTextureFromMemory12];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'DirectX::CreateDDSTextureFromMemory12'. The box on the right is white and contains the text 'GetAlphaMode'. A blue arrow points from the right box to the left box, indicating a call or dependency.

GetAlphaMode