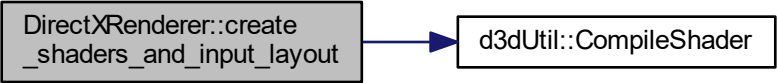


DirectXRenderer::create
_shaders_and_input_layout



```
graph LR; A[DirectXRenderer::create_shaders_and_input_layout] --> B[d3dUtil::CompileShader]
```

A diagram showing a call from a function in DirectXRenderer to a function in d3dUtil. The call is represented by a blue arrow pointing from the left box to the right box.

d3dUtil::CompileShader