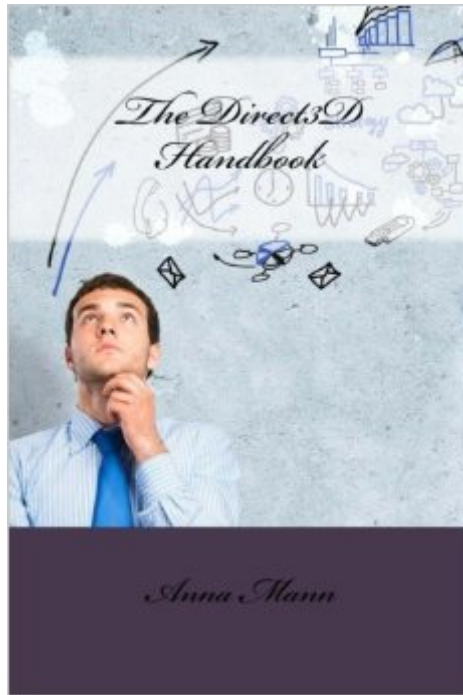


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# The Direct3D Handbook



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