DirectX::BoundingOriented Box::CreateFromPoints **XMMatrixAffineTransformation** DirectX::BoundingOriented **XMMatrixRotationQuaternion** Box::ContainedBy **XMMatrixTransformation** DirectX::BoundingSphere ::CreateFromPoints **XMVectorLerp** DirectX::BoundingBox ::CreateFromSphere DirectX::BoundingBox ::CreateMerged DirectX::BoundingSphere ::CreateMerged TriangleTests::Intersects operatoroperator-= Internal::PointOnLineSegment NearestPoint Internal::PointOnPlaneInside Triangle **XMColorHSLToRGB XMColorHSVToRGB** Internal::XMColorHue2Clr **XMColorRGBToHSL XMColorRGBToHSV** XMColorRGBToSRGB **XMColorXYZToSRGB XMVectorSubtract** XMMatrixAffineTransformation2D XMMatrixLookAtLH XMMatrixLookAtRH XMMatrixTransformation2D **XMPlaneFromPoints** XMPlaneIntersectLine Internal::XMPlanelsUnit Internal::XMPlaneTransform Internal::XMQuaternionIsUnit **XMQuaternionSquadSetup** XMVector2IntersectLine XMVector2LinePointDistance XMVector3ComponentsFromNormal Internal::XMVector3lsUnit  $X\!MV ector 3 Line Point Distance$ XMVector3Orthogonal **XMVectorBaryCentric XMVectorBaryCentricV** XMVectorLerpV

**XMVectorSubtractAngles**