

Internal::PointOnPlaneInside
Triangle

XMVectorAddAngles

XMVectorSubtractAngles

XMVectorGreaterOrEqual

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graph LR; A[Internal::PointOnPlaneInside Triangle] --> D[XMVectorGreaterOrEqual]; B[XMVectorAddAngles] --> D; C[XMVectorSubtractAngles] --> D;
```

The diagram illustrates a dependency or call relationship. Three source functions, 'Internal::PointOnPlaneInside Triangle', 'XMVectorAddAngles', and 'XMVectorSubtractAngles', are shown on the left. Each has a blue arrow pointing to a single target function, 'XMVectorGreaterOrEqual', which is highlighted with a gray background on the right.