Internal::CalculateEigen Vector	
DirectX::BoundingSphere ::ContainedBy	
DirectX:BoundingBox ::ContainedBy	
DirectX:BoundingOriented Box::ContainedBy	
DirectX:BoundingFrustum ::ContainedBy	
DirectX::BoundingOriented Box::CreateFromPoints	
DirectX:BoundingSphere ::CreateFromPoints	
DirectX:BoundingBox ::CreateFromSphere	
DirectX::BoundingBox ::CreateMerged	
DirectX::BoundingSphere ::CreateMerged	XMLoadFloat3
DirectX:BoundingBox ::GetCorners	
DirectX::BoundingOriented Box::GetCorners	
DirectX:BoundingFrustum ::GetCorners	
DirectX::BoundingFrustum ::GetPlanes	
XMVector3ProjectStream	
MVector3TransformCoordStrea	ım //
XMVector3TransformNormal Stream	
XMVector3TransformStream	1/
	/