

DirectX::BoundingSphere  
::CreateFromPoints

Internal::XMColorHue2Clr

XMColorRGBToHSL

XMVector3Greater

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graph LR; A[DirectX::BoundingSphere::CreateFromPoints] --> D[XMVector3Greater]; B[Internal::XMColorHue2Clr] --> D; C[XMColorRGBToHSL] --> D;
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The diagram illustrates a dependency or relationship where three distinct functions or methods on the left are linked to a single target, XMVector3Greater, on the right. The functions are arranged vertically: DirectX::BoundingSphere::CreateFromPoints at the top, Internal::XMColorHue2Clr in the middle, and XMColorRGBToHSL at the bottom. Each function is enclosed in a white rectangular box with a thin black border. Blue arrows originate from the right side of each of these three boxes and point towards the left side of the XMVector3Greater box. The XMVector3Greater box is a solid grey rectangle, positioned to the right of the other three boxes and slightly higher than the middle one.