

DirectX:XMVectorInsert

```
graph LR; A[DirectX:XMVectorInsert] --> B[DirectX:XMVectorSelect]; A --> C[DirectX:XMVectorSelectControl];
```

The diagram illustrates a relationship between three DirectX functions. On the left, a gray rectangular box contains the text 'DirectX:XMVectorInsert'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box with a black border containing the text 'DirectX:XMVectorSelect'. The bottom arrow points to another white rectangular box with a black border, positioned below the first one, containing the text 'DirectX:XMVectorSelectControl'.

DirectX:XMVectorSelect

DirectX:XMVectorSelectControl