

DirectX::BoundingOriented
Box::CreateFromPoints

XMMatrixDecompose

XMQuaternionRotationMatrix

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graph LR; A[DirectX::BoundingOrientedBox::CreateFromPoints] --> C[XMQuaternionRotationMatrix]; B[XMMatrixDecompose] --> C;
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The diagram illustrates a dependency or relationship where two different functions, 'DirectX::BoundingOrientedBox::CreateFromPoints' and 'XMMatrixDecompose', both utilize or output an 'XMQuaternionRotationMatrix'. The target 'XMQuaternionRotationMatrix' is highlighted in gray, while the source functions are in white boxes with black borders. Blue arrows indicate the direction of the relationship from the functions to the matrix.