

DirectX::XMVectorRotateRight



```
graph LR; A[DirectX::XMVectorRotateRight] --> B[DirectX::XMVectorSwizzle]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is filled with a dark gray color and contains the text 'DirectX::XMVectorRotateRight'. The right box is white with a black border and contains the text 'DirectX::XMVectorSwizzle'. A solid blue arrow points from the right side of the first box to the left side of the second box.

DirectX::XMVectorSwizzle