DirectX:BoundingOriented Box::CreateFromPoints DirectX::BoundingSphere ··CreateFromPoints DirectX::BoundingBox ::CreateFromSphere DirectX::BoundingBox ::CreateMerged DirectX:BoundingSphere ::CreateMerged DirectX::BoundingBox ::GetCorners XMStoreFloat3 DirectX::BoundingOriented Box::GetCorners DirectX::BoundingFrustum ::GetCorners XMVector3ProjectStream XMVector3TransformCoordStream XMVector3TransformNormal Stream XMVector3UnprojectStream