

DirectX::XMVectorRotateRight

DirectX::XMVectorSwizzle

DirectX::XMVectorSwizzle

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

The diagram illustrates a relationship between three functions. On the left, two white rectangular boxes are stacked vertically. The top box contains the text 'DirectX::XMVectorRotateRight' and the bottom box contains 'DirectX::XMVectorSwizzle'. On the right, a gray rectangular box contains the text 'DirectX::XMVectorSwizzle'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating that both functions on the left are related to or point to the function on the right.