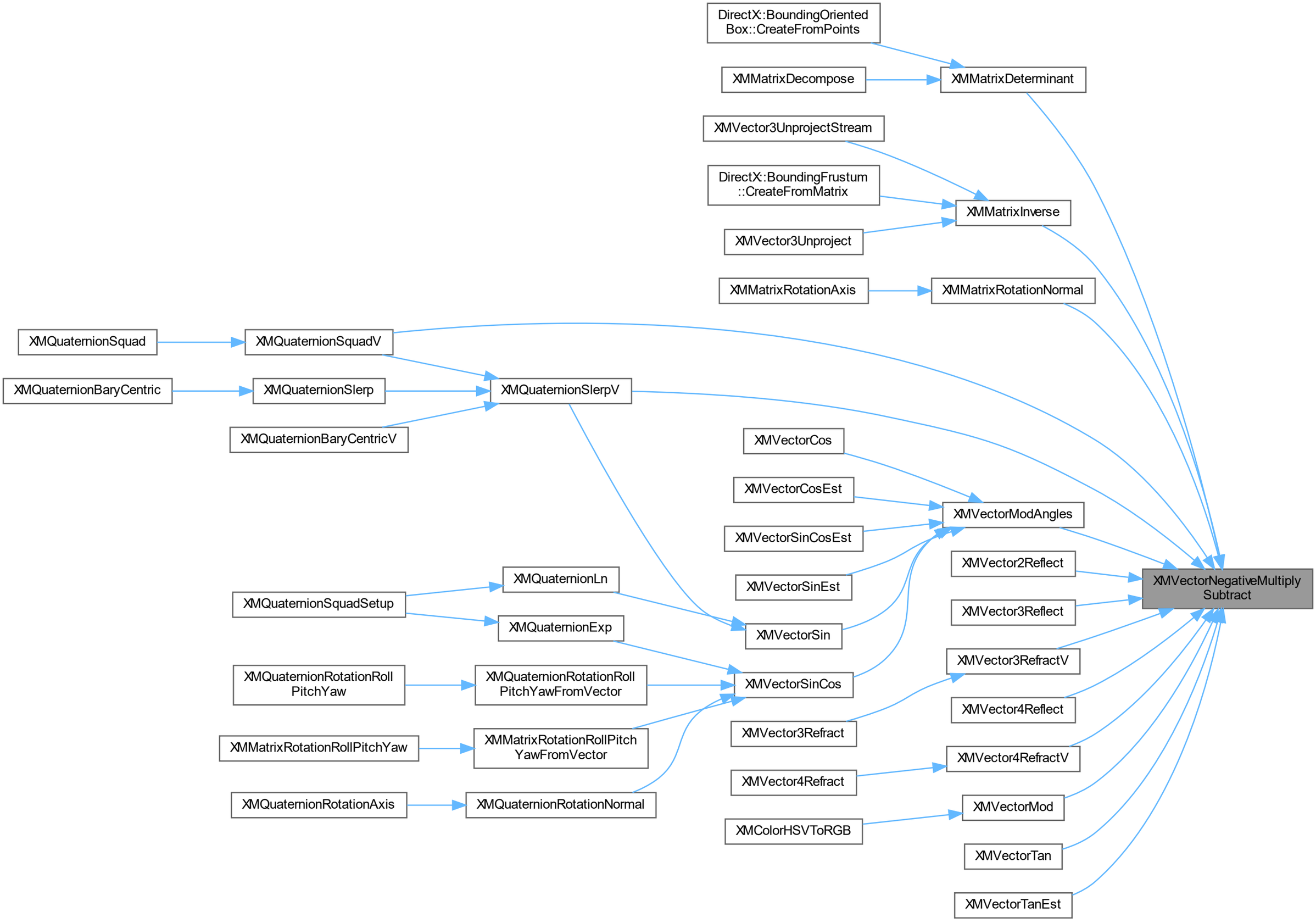
DirectX::BoundingOriented Box::CreateFromPoints
XMMatrixDecompose
XMMatrixDeterminant
XMVector3UnprojectStream
DirectX::BoundingFrustum ::CreateFromMatrix
XMMatrixInverse
XMVector3Unproject
XMMatrixRotationAxis
XMMatrixRotationNormal
XMQuaternionSquad
XMQuaternionSquadV
XMQuaternionBaryCentric
XMQuaternionSlerp
XMQuaternionSlerpV
XMQuaternionBaryCentricV
XMVectorCos
XMVectorCosEst
XMVectorModAngles
XMVectorSinCosEst
XMVector2Reflect
XMVectorNegativeMultiply Subtract
XMVectorSinEst
XMVector3Reflect
XMQuaternionLn
XMQuaternionSquadSetup
XMQuaternionExp
XMVectorSin
XMVector3RefractV
XMQuaternionRotationRoll PitchYaw
XMQuaternionRotationRoll PitchYawFromVector
XMVectorSinCos
XMVector4Reflect
XMVector3Refract
XMMatrixRotationRollPitchYaw
XMMatrixRotationRollPitch YawFromVector
XMVector4RefractV
XMVector4Refract
XMQuaternionRotationAxis
XMQuaternionRotationNormal
XMVectorMod
XMColorHSVToRGB
XMVectorTan
XMVectorTanEst