XMQuaternionSquadSetup XMQuaternionLn XMVector2AngleBetweenNormals XMVector2AngleBetweenVectors XMVector3AngleBetweenNormals **XMVectorACos** XMVector3AngleBetweenVectors XMVector4AngleBetweenNormals XMVector4AngleBetweenVectors