

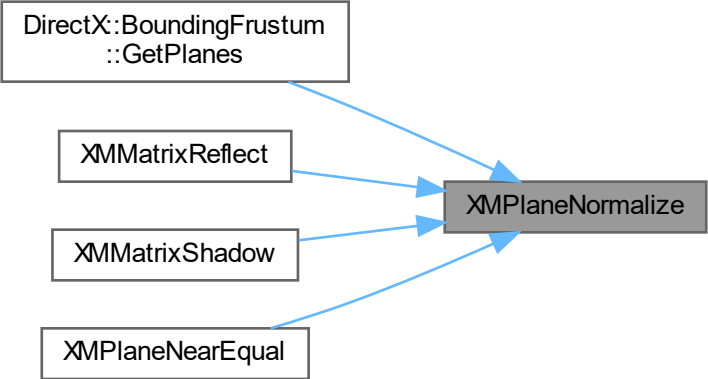
DirectX::BoundingFrustum  
::GetPlanes

XMMatrixReflect

XMMatrixShadow

XMPlaneNearEqual

XMPlaneNormalize



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graph LR; A[DirectX::BoundingFrustum::GetPlanes] --> D[XMPlaneNormalize]; B[XMMatrixReflect] --> D; C[XMMatrixShadow] --> D; E[XMPlaneNearEqual] --> D;
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The diagram illustrates a central function, XMPlaneNormalize, which is the target of four other functions. These functions are arranged vertically on the left side of the image. Blue arrows point from each of these functions to the XMPlaneNormalize box on the right. The XMPlaneNormalize box is shaded gray, while the others are white with black borders.