**Directxmath**.

XMMATRIX XM\_CALLCONV XMLoadFloat4x4(const XMFLOAT4X4 \*pSource);

void XM\_CALLCONV XMStoreFloat4x4(XMFLOAT4X4 \*pDestination,FXMMATRIX M);

XMMATRIX XM\_CALLCONV XMMatrixIdentity();

bool XM\_CALLCONV XMMatrixIsInfinite(FXMMATRIX M);

XMMATRIX XM\_CALLCONV XMMatrixMultiply(FXMMATRIX M1,CXMMATRIX M2);

XMMATRIX XM\_CALLCONV XMMatrixTranspose(FXMMATRIX M);

XMVECTOR XM\_CALLCONV XMMatrixDeterminant(FXMMATRIX M);

XMMATRIX XM\_CALLCONV XMMatrixInverse(XMVECTOR \*pDeterminant,FXMMATRIX M);