**Directxmath**

XMMATRIX XM\_CALLCONV XMMatrixScaling(float ScaleX,float ScaleY,float ScaleZ);

XMMATRIX XM\_CALLCONV XMMatrixScalingFromVector(FXMVECTOR Scale);

XMMATRIX XM\_CALLCONV XMMatrixRotationX(float Angle);

XMMATRIX XM\_CALLCONV XMMatrixRotationAxis(FXMVECTOR Axis,float Angle);

XMMATRIX XM\_CALLCONV XMMatrixTranslation(float OffsetX,float OffsetY,float OffsetZ);

XMMATRIX XM\_CALLCONV XMMatrixTranslationFromVector(FXMVECTOR Offset);

XMVECTOR XM\_CALLCONV XMVector3TransformCoord(FXMVECTOR V,FXMMATRIX M);

XMVECTOR XM\_CALLCONV XMVector3TransformNormal(FXMVECTOR V,FXMMATRIX M);