DirectX::BoundingSphere ::ContainedBy DirectX::BoundingBox ::ContainedBy Internal::XMVector3AllTrue DirectX::BoundingOriented Box::ContainedBy Internal::XMVector3AnyTrue XMVector4EqualIntR DirectX::BoundingFrustum XMVector4EqualInt ::ContainedBy XMVector4NotEqualInt TriangleTests::ContainedBy TriangleTests::Intersects XMVectorEqualIntR