

DirectX::BoundingBox  
::CreateFromSphere

DirectX::BoundingBox  
::CreateMerged

TriangleTests::Intersects

XMVector3LessOrEqual

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graph LR; A[DirectX::BoundingBox::CreateFromSphere] --> D[XMVector3LessOrEqual]; B[DirectX::BoundingBox::CreateMerged] --> D; C[TriangleTests::Intersects] --> D;
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The diagram illustrates three functions on the left, each with a blue arrow pointing to a single gray box on the right. The functions are: DirectX::BoundingBox::CreateFromSphere, DirectX::BoundingBox::CreateMerged, and TriangleTests::Intersects. The target box is labeled XMVector3LessOrEqual.