

```
01 void tri_box_intersect_16(float *xa, float *ya, float *za,
02                          float *xb, float *yb, float *zb,
03                          float *xc, float *yc, float *zc,
04                          float *xl, float *xh,
05                          float *yl, float *yh,
06                          float *zl, float *zh,
07                          int *r)
08 {
09     for (int i = 0; i < 16; i++)
10     {
11         r[i] = tri_box_intersect(xa[i], ya[i], za[i],
12                                xb[i], yb[i], zb[i],
13                                xc[i], yc[i], zc[i],
14                                xl[i], xh[i], yl[i], yh[i], zl[i], zh[i]);
15     }
16 }
```