Get the bounding box of a jsr 184 mesh

Something I wrote a long time ago, but comes in quite handy. This function returns the bounding box on any mesh

```
// Gets the bounder box of any mesh
// returns an array for the min and max of each axis
// extreme[0].min = x axis min value,
// extreme[1].min = y axis min value, etc...
public MinMax[] GetExtremes(Mesh mesh)
{
 MinMax[] extreme = new MinMax[3];
 VertexBuffer vertexBuffer = mesh.getVertexBuffer();
 float[] scaleBias = new float[4];
 VertexArray postionArray = vertexBuffer.getPositions(scaleBias);

 float[] out = new float[vertexBuffer.getVertexCount() * 4];
 Transform trans = new Transform();

 trans.postTranslate(scaleBias[1], scaleBias[2], scaleBias[3]);
 trans.postScale(scaleBias[0], scaleBias[0], scaleBias[0]);
 trans.transform(postionArray, out, true);
 int n;
 int axis;
 for (axis = 0; axis < 3; axis++)
 {
  extreme[axis] = new MinMax();
  extreme[axis].max = out[axis];
  extreme[axis].min = out[axis];
 }
 for (n = 4; n < out.length / 4; n++)
 {
  for (axis = 0; axis < 3; axis++)
  {
   if (extreme[axis].max < out[n * 4 + axis])
   {
    extreme[axis].max = out[n * 4 + axis];
   }
   if (extreme[axis].min > out[n * 4 + axis])
   {
    extreme[axis].min = out[n * 4 + axis];
   }
  }
 }
 mesh.getScale(scaleBias); // reuse scaleBias
 for (axis = 0; axis < 3; axis++)
 {
  extreme[axis].max *= scaleBias[axis];
  extreme[axis].min *= scaleBias[axis];
 }
 return extreme;
}


public class MinMax
{
    float min = 0f, max = 0f;
    MinMax() {}
}
```


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