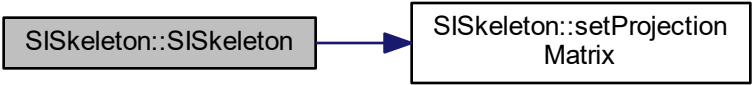


SISkeleton::SISkeleton



```
graph LR; A[SISkeleton::SISkeleton] --> B[SISkeleton::setProjectionMatrix];
```

The diagram illustrates a call to the `SISkeleton::setProjectionMatrix` method from the `SISkeleton::SISkeleton` constructor. A grey rectangular box on the left contains the text `SISkeleton::SISkeleton`. A dark blue arrow points from the right side of this box to a white rectangular box on the right. The white box contains the text `SISkeleton::setProjectionMatrix` on two lines.

SISkeleton::setProjection
Matrix