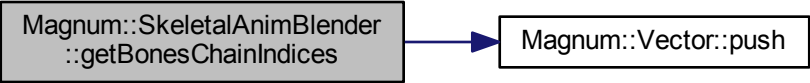


Magnum::SkeletalAnimBlender
::getBonesChainIndices



```
graph LR; A["Magnum::SkeletalAnimBlender::getBonesChainIndices"] --> B["Magnum::Vector::push"]
```

Magnum::Vector::push