

CDX9SkinMesh::GetPosFromBone



```
graph LR; A[CDX9SkinMesh::GetPosFromBone] --> B[D3DXPARSER::GetPosFromBone]; B --> C[D3DXPARSER::GetMatrixFromBone];
```

D3DXPARSER::GetPosFromBone

D3DXPARSER::GetMatrixFromBone