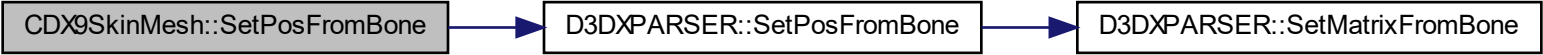


CDX9SkinMesh::SetPosFromBone



```
graph LR; A[CDX9SkinMesh::SetPosFromBone] --> B[D3DXPARSER::SetPosFromBone]; B --> C[D3DXPARSER::SetMatrixFromBone];
```

D3DXPARSER::SetPosFromBone

D3DXPARSER::SetMatrixFromBone