

CDX9SkinMesh::SetMatrixFromBone



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

A diagram showing a call from CDX9SkinMesh::SetMatrixFromBone to D3DXPARSER::SetMatrixFromBone. The first box is shaded gray and the second is white. A blue arrow points from the first box to the second.

D3DXPARSER::SetMatrixFromBone