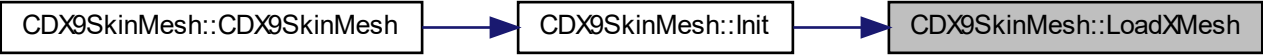


CDX9SkinMesh::CDX9SkinMesh



```
graph LR; A[CDX9SkinMesh::CDX9SkinMesh] --> B[CDX9SkinMesh::Init]; B --> C[CDX9SkinMesh::LoadXMesh];
```

The diagram illustrates a sequence of three methods for the CDX9SkinMesh class. The first method, CDX9SkinMesh::CDX9SkinMesh, is shown in a white box. A blue arrow points from this box to the second method, CDX9SkinMesh::Init, which is also in a white box. Another blue arrow points from the second method to the third method, CDX9SkinMesh::LoadXMesh, which is shown in a gray box. This visual representation suggests a call sequence or a dependency between these methods.

CDX9SkinMesh::Init

CDX9SkinMesh::LoadXMesh