

mpu_dmp_init

dmp_enable_feature

dmp_set_shake_reject
_timeout

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graph LR; A[mpu_dmp_init] --> B[dmp_enable_feature]; B --> C[dmp_set_shake_reject_timeout];
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The diagram illustrates a three-step process for DMP initialization. It begins with 'mpu_dmp_init', followed by 'dmp_enable_feature', and concludes with 'dmp_set_shake_reject_timeout'. Each step is contained within a rectangular box, and the boxes are connected by blue arrows pointing from left to right. The final box, 'dmp_set_shake_reject_timeout', is shaded gray, while the others are white with black borders.