

BNO08x::run_full_calibration
_routine

TEST_CASE

BNO08x::enable_game
_rotation_vector

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graph LR; A[BNO08x::run_full_calibration_routine] --> C[BNO08x::enable_game_rotation_vector]; B[TEST_CASE] --> C;
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The diagram illustrates a flow or dependency. Two boxes on the left, 'BNO08x::run_full_calibration_routine' and 'TEST_CASE', have blue arrows pointing to a single box on the right, 'BNO08x::enable_game_rotation_vector'. The box on the right is shaded gray, while the others are white with black borders.