1. In this part you need an extra Unity project without ThunderKit
2. Chrono Ark uses spine version of 3.8.95
3. A spine animation requires 3 files, a json file, a png file and an atlas.txt file
4. Prepare the spine-unity package (attached in this guide), drag it to the new project, and drag the 3 required files to the project, then a SkeletonDataAsset will be generated automatically
5. Similar to the previous sections, export the files as an AssetBundle and put it in Assets folder of your mod
6. To use the assets, you need to obtain the SkeletonDataAsset using the code below, and use patches by HarmonyX to place the spine animation to the correct position

ModInfo info = ModManager.getModInfo("YourModID");

string path = info.assetInfo.ObjectFromAsset<SkeletonDataAsset>("Relative Path of AssetBundle to Assets folder", "Path of SkeletonDataAsset in unity ");

SkeletonDataAsset skeleton =

AddressableLoadManager.LoadAsyncCompletion<SkeletonDataAsset>(path,AddressableLoadManager.ManageType.None);

1. To swich animation, find the loaded SkeletonAnimation component, and change its AnimationName according to the name of your spine animation