

Spine.Unity.Examples.Spineboy  
BeginnerView.PlayShoot

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graph LR; A[Spine.Unity.Examples.Spineboy BeginnerView.PlayShoot] --> B[Spine.Unity.Examples.Spineboy BeginnerView.GetRandomPitch]; A --> C[Spine.TrackEntry.SetMixDuration];
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Spine.Unity.Examples.Spineboy  
BeginnerView.GetRandomPitch

Spine.TrackEntry.SetMixDuration