

Spine.SkeletonClipping.Clip
Triangles

```
graph LR; A[Spine.SkeletonClipping.Clip Triangles] --> B[Spine.ExposedList.Clear]; A --> C[Spine.ExposedList.Resize];
```

The diagram illustrates a call sequence. A gray box on the left, labeled 'Spine.SkeletonClipping.Clip Triangles', has two blue arrows pointing to two white boxes on the right. The top white box is labeled 'Spine.ExposedList.Clear' and the bottom white box is labeled 'Spine.ExposedList.Resize'.

Spine.ExposedList.Clear

Spine.ExposedList.Resize