

Spine.Unity.SpineAtlasAsset.
GetAtlas

```
graph LR; A[Spine.Unity.SpineAtlasAsset.  
GetAtlas] --> B[Spine.Unity.SpineAtlasAsset.  
Clear]; A --> C[Spine.Atlas.FlipV];
```

Spine.Unity.SpineAtlasAsset.
Clear

Spine.Atlas.FlipV