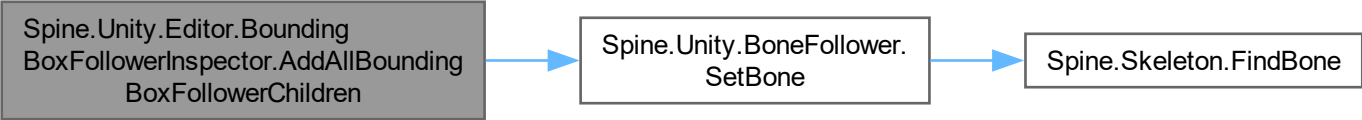


Spine.Unity.Editor.BoundingBoxFollowerInspector.AddAllBoundingBoxFollowerChildren



```
graph LR; A[Spine.Unity.Editor.BoundingBoxFollowerInspector.AddAllBoundingBoxFollowerChildren] --> B[Spine.Unity.BoneFollower.SetBone]; B --> C[Spine.Skeleton.FindBone];
```

Spine.Unity.BoneFollower.
SetBone

Spine.Skeleton.FindBone