

Spine.Unity.SkeletonUtility  
Bone.AddBoundingBox

Spine.Unity.Editor.Skeleton  
UtilityBoneInspector.OnInspectorGUI

Spine.Unity.SkeletonUtility.  
AddBoundingBoxGameObject

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graph LR; A[Spine.Unity.SkeletonUtility Bone.AddBoundingBox] --> C[Spine.Unity.SkeletonUtility. AddBoundingBoxGameObject]; B[Spine.Unity.Editor.Skeleton UtilityBoneInspector.OnInspectorGUI] --> C; C --> C
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