

Spine.Unity.SkeletonUtility.
AddBoundingBoxGameObject

Spine.Unity.Editor.Skeleton
UtilityBoneInspector.OnInspectorGUI

Spine.Unity.SkeletonUtility.
AddBoundingBoxAsComponent

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graph LR; A[Spine.Unity.SkeletonUtility.AddBoundingBoxGameObject] --> C[Spine.Unity.SkeletonUtility.AddBoundingBoxAsComponent]; B[Spine.Unity.Editor.SkeletonUtilityBoneInspector.OnInspectorGUI] --> C;
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The diagram illustrates a dependency or call relationship. Two source boxes on the left point via blue arrows to a single target box on the right. The top source box is 'Spine.Unity.SkeletonUtility.AddBoundingBoxGameObject'. The bottom source box is 'Spine.Unity.Editor.SkeletonUtilityBoneInspector.OnInspectorGUI'. The target box is 'Spine.Unity.SkeletonUtility.AddBoundingBoxAsComponent'.