

Spine.Unity.SkeletonUtility.
SpawnHierarchy

Spine.Unity.SkeletonUtility.
SpawnRoot

Spine.Unity.SkeletonUtility.
GetBoneRoot

```
graph LR; A[Spine.Unity.SkeletonUtility.  
SpawnHierarchy] --> C[Spine.Unity.SkeletonUtility.  
GetBoneRoot]; B[Spine.Unity.SkeletonUtility.  
SpawnRoot] --> C;
```

The diagram illustrates a dependency or relationship between three methods in the Spine.Unity.SkeletonUtility namespace. On the left, two white rectangular boxes are stacked vertically. The top box contains the text 'Spine.Unity.SkeletonUtility. SpawnHierarchy' and the bottom box contains 'Spine.Unity.SkeletonUtility. SpawnRoot'. On the right, a gray rectangular box contains the text 'Spine.Unity.SkeletonUtility. GetBoneRoot'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating that both 'SpawnHierarchy' and 'SpawnRoot' depend on or call 'GetBoneRoot'.