

Spine.PathConstraint.Update

Spine.PhysicsConstraint.
Update

Spine.Bone.UpdateApplied
Transform

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graph LR; A[Spine.PathConstraint.Update] --> C[Spine.Bone.UpdateApplied Transform]; B[Spine.PhysicsConstraint.Update] --> C;
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The diagram illustrates a dependency or flow where two separate update functions, 'Spine.PathConstraint.Update' and 'Spine.PhysicsConstraint.Update', both contribute to or trigger the 'Spine.Bone.UpdateApplied Transform' function. The first two functions are in white boxes, while the final function is in a grey box, suggesting it is the result or a more significant step in the process.