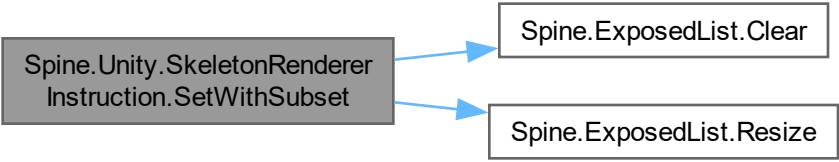


Spine.Unity.SkeletonRenderer
Instruction.SetWithSubset



```
graph LR; A[Spine.Unity.SkeletonRenderer  
Instruction.SetWithSubset] --> B[Spine.ExposedList.Clear]; A --> C[Spine.ExposedList.Resize];
```

The diagram illustrates a call from the `Spine.Unity.SkeletonRenderer` class to the `Spine.ExposedList` class. A grey box on the left contains the text `Spine.Unity.SkeletonRenderer` and `Instruction.SetWithSubset`. Two blue arrows point from this box to two white boxes on the right. The top white box contains `Spine.ExposedList.Clear` and the bottom white box contains `Spine.ExposedList.Resize`.

Spine.ExposedList.Clear

Spine.ExposedList.Resize