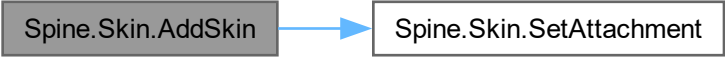


Spine.Skin.AddSkin



```
graph LR; A[Spine.Skin.AddSkin] --> B[Spine.Skin.SetAttachment]
```

A diagram showing a flow from a gray box labeled 'Spine.Skin.AddSkin' to a white box labeled 'Spine.Skin.SetAttachment'. A blue arrow points from the gray box to the white box.

Spine.Skin.SetAttachment