Spine.Unity.SkeletonRenderer. GetPhysicsTransformPosition Spine.Unity.SkeletonRenderer. GetPhysicsTransformRotation Spine. Unity. Skeleton Renderer. ApplyTransformMovementToPhysics Spine.Unity.SkeletonAnimation. Spine.Skeleton.PhysicsRotate **UpdateAnimationStatus** Spine.Skeleton.Update

Spine.Skeleton.PhysicsTranslate