

Spine.Unity.SkeletonMecanim
RootMotion.GetRemainingRootMotion

Spine.Unity.SkeletonMecanim
RootMotion.GetRootMotionInfo

Spine.Unity.SkeletonMecanim.
MecanimTranslator.GetActiveAnimation
AndTime

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graph LR; A[Spine.Unity.SkeletonMecanim RootMotion.GetRemainingRootMotion] --> C[Spine.Unity.SkeletonMecanim.MecanimTranslator.GetActiveAnimation AndTime]; B[Spine.Unity.SkeletonMecanim RootMotion.GetRootMotionInfo] --> C;
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The diagram illustrates a mapping or dependency between two source methods and a target method. Two white rectangular boxes on the left represent the source methods: 'Spine.Unity.SkeletonMecanim RootMotion.GetRemainingRootMotion' (top) and 'Spine.Unity.SkeletonMecanim RootMotion.GetRootMotionInfo' (bottom). Two blue arrows point from these boxes to a single gray rectangular box on the right, which represents the target method: 'Spine.Unity.SkeletonMecanim.MecanimTranslator.GetActiveAnimation AndTime'.