


Spine.Bone.Bone



```
graph LR; A[Spine.Bone.Bone] --> B[Spine.Bone.SetToSetupPose]
```

A diagram showing a relationship between two classes. On the left is a gray rectangular box containing the text "Spine.Bone.Bone". A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text "Spine.Bone.SetToSetupPose". Both boxes have a thin black border.

Spine.Bone.SetToSetupPose