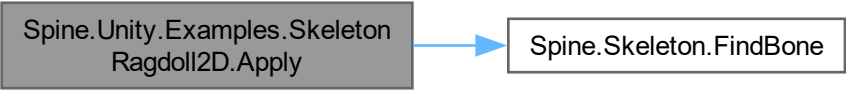


Spine.Unity.Examples.Skeleton  
Ragdoll2D.Apply



```
graph LR; A[Spine.Unity.Examples.SkeletonRagdoll2D.Apply] --> B[Spine.Skeleton.FindBone]
```

A diagram showing a call from a class to a method. On the left, a gray rectangular box contains the text "Spine.Unity.Examples.SkeletonRagdoll2D.Apply". A blue arrow points from the right side of this box to a white rectangular box on the right. The white box contains the text "Spine.Skeleton.FindBone".

Spine.Skeleton.FindBone