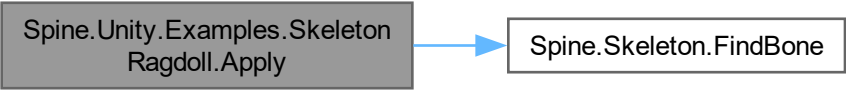


Spine.Unity.Examples.Skeleton
Ragdoll.Apply



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

Spine.Skeleton.FindBone