

Spine.Unity.SpineAtlasAsset.
CreateRuntimeInstance

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```
graph LR; A[Spine.Unity.SpineAtlasAsset.  
CreateRuntimeInstance] --> C[Spine.Unity.SpineAtlasAsset.  
CreateRuntimeInstance]; B[Spine.Unity.SpineAtlasAsset.  
CreateRuntimeInstance] --> C;
```

The diagram consists of three rectangular boxes. On the left, there are two white boxes with black borders, each containing the text 'Spine.Unity.SpineAtlasAsset.' followed by 'CreateRuntimeInstance' on a new line. Blue arrows point from the right side of each of these two boxes to a single gray box on the right, which also contains the same text: 'Spine.Unity.SpineAtlasAsset.' followed by 'CreateRuntimeInstance' on a new line.