

Spine.Bone.Update

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

The diagram illustrates a sequence of operations. It begins with a gray rectangular box labeled 'Spine.Bone.Update'. A straight blue arrow points from this box to a white rectangular box labeled 'Spine.Bone.UpdateWorldTransform'. Above the white box, a curved blue arrow starts and ends at the same box, indicating a self-loop or a recursive update process.

Spine.Bone.UpdateWorldTransform