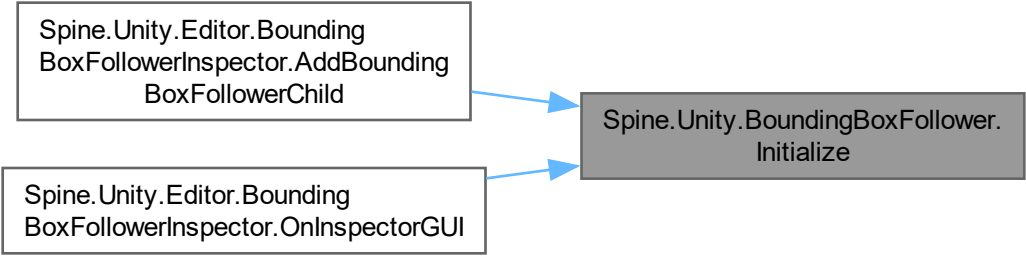


Spine.Unity.Editor.Bounding
BoxFollowerInspector.AddBounding
BoxFollowerChild

Spine.Unity.Editor.Bounding
BoxFollowerInspector.OnInspectorGUI

Spine.Unity.BoundingBoxFollower.
Initialize



```
graph LR; A[Spine.Unity.Editor.BoundingBoxFollowerInspector.AddBoundingBoxFollowerChild] --> C[Spine.Unity.BoundingBoxFollower.Initialize]; B[Spine.Unity.Editor.BoundingBoxFollowerInspector.OnInspectorGUI] --> C;
```

The diagram illustrates a dependency or call relationship. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'Spine.Unity.Editor.BoundingBoxFollowerInspector.AddBoundingBoxFollowerChild'. The bottom box contains the text 'Spine.Unity.Editor.BoundingBoxFollowerInspector.OnInspectorGUI'. On the right, there is a gray rectangular box with a black border containing the text 'Spine.Unity.BoundingBoxFollower.Initialize'. Two blue arrows point from the right side of each white box to the left side of the gray box, indicating that both methods on the left call or depend on the 'Initialize' method on the right.