


Spine.Unity.SkeletonUtility.
AddBoundingBoxGameObject



```
graph LR; A[Spine.Unity.SkeletonUtility.AddBoundingBoxGameObject] --> B[Spine.Unity.SkeletonUtility.AddBoundingBoxAsComponent]; B --> C[Spine.Unity.SkeletonUtility.SetColliderPointsLocal];
```

Spine.Unity.SkeletonUtility.
AddBoundingBoxAsComponent

Spine.Unity.SkeletonUtility.
SetColliderPointsLocal