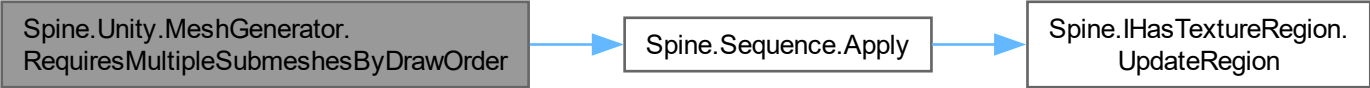


Spine.Unity.MeshGenerator.
RequiresMultipleSubmeshesByDrawOrder



```
graph LR; A[Spine.Unity.MeshGenerator.RequiresMultipleSubmeshesByDrawOrder] --> B[Spine.Sequence.Apply]; B --> C[Spine.IHasTextureRegion.UpdateRegion];
```

Spine.Sequence.Apply

Spine.IHasTextureRegion.
UpdateRegion