

Spine.Unity.SkeletonRenderer.  
ResetLastPositionAndRotation

```
graph LR; A[Spine.Unity.SkeletonRenderer.  
ResetLastPositionAndRotation] --> B[Spine.Unity.SkeletonRenderer.  
GetPhysicsTransformPosition]; A --> C[Spine.Unity.SkeletonRenderer.  
GetPhysicsTransformRotation];
```

Spine.Unity.SkeletonRenderer.  
GetPhysicsTransformPosition

Spine.Unity.SkeletonRenderer.  
GetPhysicsTransformRotation