

Spine.Unity.SkeletonGraphic.  
UpdateMeshMultipleCanvasRenderers

```
graph LR; A[Spine.Unity.SkeletonGraphic.  
UpdateMeshMultipleCanvasRenderers] --> B[Spine.Unity.BlendModeMaterials.  
BlendModeForMaterial]; A --> C[Spine.Unity.SkeletonGraphic.  
GetLayoutScale];
```

Spine.Unity.BlendModeMaterials.  
BlendModeForMaterial

Spine.Unity.SkeletonGraphic.  
GetLayoutScale