

Spine.Unity.EventDataReference
Asset.Initialize

Spine.Unity.Editor.Spine
EventNameDrawer.IsValidValue

Spine.SkeletonData.FindEvent

```
graph LR; A[Spine.Unity.EventDataReferenceAsset.Initialize] --> C[Spine.SkeletonData.FindEvent]; B[Spine.Unity.Editor.SpineEventNameDrawer.IsValidValue] --> C;
```

The diagram illustrates a dependency or call relationship. Two source methods on the left are connected by blue arrows to a single target method on the right. The target method, 'Spine.SkeletonData.FindEvent', is highlighted with a gray background, while the source methods are in white boxes with black borders.