

Spine.Unity.SkeletonRoot
Motion.CalculateAnimationsMovementDelta

```
graph LR; A["Spine.Unity.SkeletonRoot  
Motion.CalculateAnimationsMovementDelta"] --> B["Spine.Unity.SkeletonRoot  
MotionBase.GetAnimationRootMotion"]; B --> B;
```

Spine.Unity.SkeletonRoot
MotionBase.GetAnimationRootMotion