

Spine.Unity.Examples.Mecanim  
ToAnimationHandleExample.OnStateEnter

```
graph LR; A[Spine.Unity.Examples.Mecanim  
ToAnimationHandleExample.OnStateEnter] --> B[Spine.Unity.Examples.Skeleton  
AnimationHandleExample.PlayAnimation  
ForState]; B --> B;
```

The diagram illustrates a call from the Mecanim state machine to the AnimationHandleExample. A straight blue arrow points from the left box to the right box. The right box has a curved blue arrow pointing back to itself, indicating a self-call or a loop.

Spine.Unity.Examples.Skeleton  
AnimationHandleExample.PlayAnimation  
ForState