

Spine.Unity.WaitForSpine  
Animation.NowWaitFor

Spine.Unity.WaitForSpine  
AnimationComplete.NowWaitFor

Spine.Unity.WaitForSpine  
AnimationEnd.NowWaitFor

Spine.Unity.WaitForSpine  
Animation.WaitForSpineAnimation

Spine.Unity.WaitForSpine  
Animation.SafeSubscribe

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graph LR; A[Spine.Unity.WaitForSpine Animation.NowWaitFor] --> D[Spine.Unity.WaitForSpine Animation.SafeSubscribe]; B[Spine.Unity.WaitForSpine AnimationComplete.NowWaitFor] --> D; C[Spine.Unity.WaitForSpine AnimationEnd.NowWaitFor] --> D; E[Spine.Unity.WaitForSpine Animation.WaitForSpineAnimation] --> D;
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The diagram illustrates a refactoring or consolidation of four methods into one. On the left, four white rectangular boxes are stacked vertically. Each box contains a method name from the Spine.Unity namespace. Blue arrows originate from the bottom-right corner of each of these four boxes and point towards the top-left corner of a single gray rectangular box on the right. This gray box also contains a method name, indicating that the four methods on the left are being replaced or consolidated into the single method on the right.