

Spine.Unity.Examples.Spineboy  
BeginnerView.PlayShoot

Spine.Unity.Examples.Spineboy  
BeginnerViewGraphic.PlayShoot

Spine.Unity.Examples.Spineboy  
BeginnerView.StartPlayingAim

Spine.Unity.Examples.Spineboy  
BeginnerViewGraphic.StartPlayingAim

Spine.TrackEntry.SetMixDuration

```
graph LR; A[Spine.Unity.Examples.Spineboy BeginnerView.PlayShoot] --> D[Spine.TrackEntry.SetMixDuration]; B[Spine.Unity.Examples.Spineboy BeginnerViewGraphic.PlayShoot] --> D; C[Spine.Unity.Examples.Spineboy BeginnerView.StartPlayingAim] --> D; E[Spine.Unity.Examples.Spineboy BeginnerViewGraphic.StartPlayingAim] --> D;
```

The diagram illustrates a central method, `Spine.TrackEntry.SetMixDuration`, which is the target of four different calls. These calls originate from various methods within the `Spine.Unity.Examples.Spineboy` namespace, specifically from `BeginnerView` and `BeginnerViewGraphic` classes. The calls are: `BeginnerView.PlayShoot`, `BeginnerViewGraphic.PlayShoot`, `BeginnerView.StartPlayingAim`, and `BeginnerViewGraphic.StartPlayingAim`. Each call is represented by a blue arrow pointing towards the central target method.