

Spine.AnimationState.Add
EmptyAnimation

Spine.Unity.Examples.Spineboy.
Start

Spine.AnimationState.Add
Animation

```
graph LR; A[Spine.AnimationState.Add EmptyAnimation] --> C[Spine.AnimationState.Add Animation]; B[Spine.Unity.Examples.Spineboy.Start] --> C; C --> C;
```

The diagram illustrates a flow of execution. Two boxes on the left, 'Spine.AnimationState.Add EmptyAnimation' and 'Spine.Unity.Examples.Spineboy.Start', both have arrows pointing to a box on the right labeled 'Spine.AnimationState.Add Animation'. This right box also features a curved self-loop arrow pointing back to itself.