

Spine.Unity.SkeletonGraphic.
ReapplySeparatorSlotNames

```
graph LR; A[Spine.Unity.SkeletonGraphic.ReapplySeparatorSlotNames] --> B[Spine.Skeleton.FindSlot]; A --> C[Spine.Unity.SkeletonGraphic.UpdateSeparatorPartParents];
```

Spine.Skeleton.FindSlot

Spine.Unity.SkeletonGraphic.
UpdateSeparatorPartParents