

Spine.Unity.Editor.BoundingBoxFollowerGraphicInspector.AddAllBoundingBoxFollowerGraphicChildren

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graph LR; A[Spine.Unity.Editor.BoundingBoxFollowerGraphicInspector.AddAllBoundingBoxFollowerGraphicChildren] --> B[Spine.Unity.BoneFollowerGraphic.SetBone]; B --> C[Spine.Skeleton.FindBone];
```

Spine.Unity.BoneFollowerGraphic.SetBone

Spine.Skeleton.FindBone