Spine.Unity.MeshRenderer Buffers.Dispose

Spine.Unity.SkeletonParts
Renderer.RenderParts
Spine.Unity.MeshRendere
Buffers.GetNextMesh

Spine.Unity.MeshRenderer
Buffers.GetNextMesh
Spine.Unity.DoubleBuffered.
GetNext

Spine.Unity.MeshRenderer Buffers.Initialize