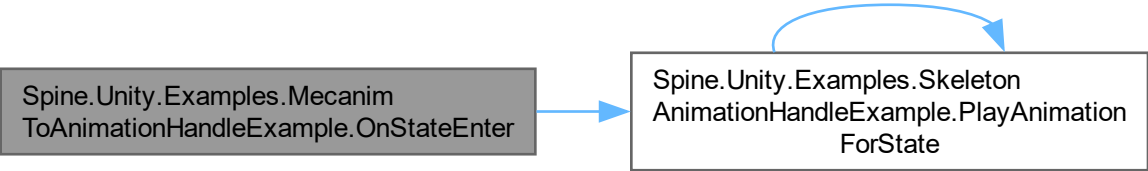


Spine.Unity.Examples.Mecanim
ToAnimationHandleExample.OnStateEnter



```
graph LR; A[Spine.Unity.Examples.Mecanim  
ToAnimationHandleExample.OnStateEnter] --> B[Spine.Unity.Examples.Skeleton  
AnimationHandleExample.PlayAnimation  
ForState]; B --> B;
```

The diagram consists of two rectangular boxes. The left box is gray and contains the text 'Spine.Unity.Examples.Mecanim' and 'ToAnimationHandleExample.OnStateEnter'. A blue arrow points from the right side of this box to the left side of the right box. The right box is white with a black border and contains the text 'Spine.Unity.Examples.Skeleton', 'AnimationHandleExample.PlayAnimation', and 'ForState'. A blue curved arrow points from the top of the right box back to itself, indicating a self-call.

Spine.Unity.Examples.Skeleton
AnimationHandleExample.PlayAnimation
ForState