

Spine.Unity.Editor.Skeleton
GraphicInspector.SpawnSkeletonGraphic
FromDrop

```
graph LR; A[Spine.Unity.Editor.Skeleton  
GraphicInspector.SpawnSkeletonGraphic  
FromDrop] --> B[Spine.Unity.Editor.Skeleton  
GraphicInspector.InstantiateSkeleton  
Graphic]; B --> B;
```

Spine.Unity.Editor.Skeleton
GraphicInspector.InstantiateSkeleton
Graphic