

Spine.IkConstraint.Apply

```
graph LR; A[Spine.IkConstraint.Apply] --> B[Spine.Bone.UpdateWorldTransform]; B --> B;
```

The diagram consists of two rectangular boxes. The first box on the left is gray and contains the text 'Spine.IkConstraint.Apply'. A straight blue arrow points from the right side of this box to the left side of the second box. The second box on the right is white with a black border and contains the text 'Spine.Bone.UpdateWorldTransform'. A curved blue arrow starts from the top of the second box and points back to the top of the same box, indicating a self-loop.

Spine.Bone.UpdateWorldTransform