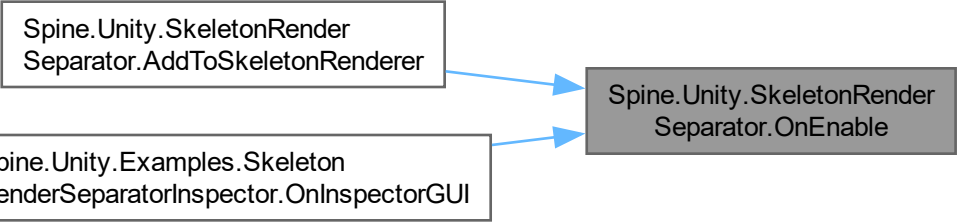


Spine.Unity.SkeletonRender
Separator.AddToSkeletonRender

Spine.Unity.Examples.Skeleton
RenderSeparatorInspector.OnInspectorGUI

Spine.Unity.SkeletonRender
Separator.OnEnable



```
graph LR; A[Spine.Unity.SkeletonRender Separator.AddToSkeletonRender] --> C[Spine.Unity.SkeletonRender Separator.OnEnable]; B[Spine.Unity.Examples.Skeleton RenderSeparatorInspector.OnInspectorGUI] --> C;
```

The diagram illustrates a dependency or call relationship. Two source boxes on the left point via blue arrows to a single target box on the right. The top source box contains the text 'Spine.Unity.SkeletonRender Separator.AddToSkeletonRender'. The bottom source box contains the text 'Spine.Unity.Examples.Skeleton RenderSeparatorInspector.OnInspectorGUI'. The target box, which has a gray background, contains the text 'Spine.Unity.SkeletonRender Separator.OnEnable'.