Spine.Unity.BoneFollower. Awake Spine.Unity.BoneFollower. HandleRebuildRenderer Spine.Unity.Editor.BoneFollower GraphicInspector.OnInspectorGUI Spine.Unity.BoneFollower. Initialize Spine.Unity.BoneFollower. LateUpdate Spine.Unity.Editor.BoneFollower Inspector.OnInspectorGUI Spine.Unity.Editor.Point FollowerInspector.OnInspectorGUI