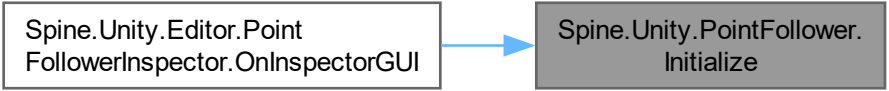


Spine.Unity.Editor.Point
FollowerInspector.OnInspectorGUI



```
graph LR; A[Spine.Unity.Editor.PointFollowerInspector.OnInspectorGUI] --> B[Spine.Unity.PointFollower.Initialize];
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is white with a black border and contains the text 'Spine.Unity.Editor.PointFollowerInspector.OnInspectorGUI'. The right box is gray with a black border and contains the text 'Spine.Unity.PointFollower.Initialize'.

Spine.Unity.PointFollower.
Initialize