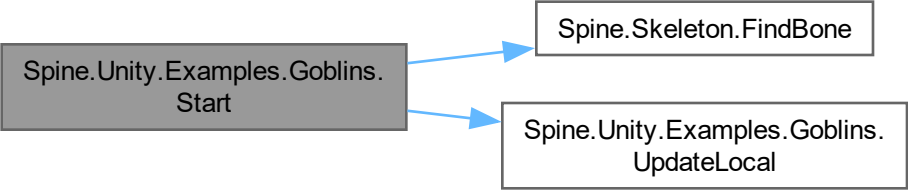


Spine.Unity.Examples.Goblins.
Start



```
graph LR; A[Spine.Unity.Examples.Goblins.Start] --> B[Spine.Skeleton.FindBone]; A --> C[Spine.Unity.Examples.Goblins.UpdateLocal];
```

Spine.Skeleton.FindBone

Spine.Unity.Examples.Goblins.
UpdateLocal