

Spine.Unity.Editor.Blend  
ModeMaterialsUtility.UpdateBlendmode  
MaterialsRequiredState

```
graph LR; A[Spine.Unity.Editor.BlendModeMaterialsUtility.UpdateBlendmodeMaterialsRequiredState] --> B[Spine.Unity.BlendModeMaterials.UpdateBlendmodeMaterialsRequiredState]; B --> C[Spine.Skin.GetAttachments];
```

Spine.Unity.BlendModeMaterials.  
UpdateBlendmodeMaterialsRequiredState

Spine.Skin.GetAttachments