

Spine.Unity.SkeletonMecanim  
RootMotion.GetRootMotionInfo

Spine.Unity.SkeletonRoot  
Motion.GetRootMotionInfo

Spine.Unity.SkeletonRoot  
MotionBase.GetAnimationRootMotionInfo

```
graph LR; A[Spine.Unity.SkeletonMecanimRootMotion.GetRootMotionInfo] --> C[Spine.Unity.SkeletonRootMotionBase.GetAnimationRootMotionInfo]; B[Spine.Unity.SkeletonRootMotion.GetRootMotionInfo] --> C;
```

The diagram illustrates a mapping or inheritance relationship. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'Spine.Unity.SkeletonMecanimRootMotion.GetRootMotionInfo'. The bottom box contains the text 'Spine.Unity.SkeletonRootMotion.GetRootMotionInfo'. On the right, there is a single, wider gray rectangular box with a black border containing the text 'Spine.Unity.SkeletonRootMotionBase.GetAnimationRootMotionInfo'. Two blue arrows point from the right side of each white box to the left side of the gray box, indicating that both methods on the left are associated with or mapped to the method on the right.