```
Spine.SkeletonJson.ReadSkeletonData
    → Spine.SkeletonData.FindBone
    → Spine.SkeletonData.FindIk Constraint
    → Spine.SkeletonData.FindPath Constraint
    → Spine.SkeletonData.FindPhysics Constraint
    → Spine.SkeletonData.FindSkin
    → Spine.SkeletonData.FindSlot
    → Spine.SkeletonData.FindTransform Constraint
    → Spine.Skin.GetAttachment
    → Spine.Skin.SetAttachment
    → Spine.MeshAttachment.Update Region
```