

ISpineComponent

```
classDiagram
    class ISpineComponent
    class SpineUnityISkeletonAnimation["Spine.Unity.ISkeletonAnimation"] {
        +Skeleton
        +UpdateTiming
    }
    SpineUnityISkeletonAnimation --|> ISpineComponent
```

The diagram shows a class hierarchy. At the bottom is a grey-shaded class box for 'Spine.Unity.ISkeletonAnimation'. It has two public methods: '+ Skeleton' and '+ UpdateTiming'. A blue arrow with an open triangle head points from this class to the 'ISpineComponent' class box above it, indicating that 'Spine.Unity.ISkeletonAnimation' inherits from 'ISpineComponent'.

Spine.Unity.ISkeletonAnimation

+ Skeleton

+ UpdateTiming