ScriptableObject Spine.Unity.BlendModeMaterials + applyAdditiveMaterial + additiveMaterials Spine.Unity.AtlasAssetBase + multiplyMaterials + PrimaryMaterial + screenMaterials + Materials + MATERIAL_SUFFIX_MULTIPLY + MaterialCount + MATERIAL_SUFFIX_SCREEN + IsLoaded + MATERIAL_SUFFIX_ADDITIVE + TextureLoadingMode + RequiresBlendModeMaterials + OnDemandTextureLoader # requiresBlendModeMaterials # textureLoadingMode + BlendModeForMaterial() + Clear() + UpdateBlendmodeMaterials + GetAtlas() RequiredState() + CreateForRegionDelegate() + BeginCustomTextureLoading() + EndCustomTextureLoading() + ApplyMaterials() + CreateAndAssignMaterials() + RequireTexturesLoaded() + CreateAndAssignMaterials() + RequireTextureLoaded() # CloneAtlasRegionWithMaterial() # CreateForRegion() # CreateReplacementMaterial() #onDemandTextureLoader +atlasAsset +atlasAssets +blendModeMaterials Spine.Unity.SkeletonData Asset + scale Spine.Unity.OnDemandTexture + skeletonJSON Loader + isUpgradingBlendModeMaterials + skeletonDataModifiers + GetPlaceholderTextureName() + fromAnimation + AssignPlaceholderTextures() + toAnimation + HasPlaceholderTexturesAssigned() + duration + HasNullMainTexturesAssigned() + defaultMix + AssignTargetTextures() + controller + BeginCustomTextureLoading() + IsLoaded + EndCustomTextureLoading() + SetupRuntimeBlendModeMaterials() + HasPlaceholderAssigned() + Clear() + RequestLoadMaterialTextures() + GetAnimationStateData() + RequestLoadTexture() + GetSkeletonData() + Clear() + FillStateData() + TextureLoadDelegate() + CreateRuntimeInstance() # OnTextureRequested() + CreateRuntimeInstance() # OnTextureLoaded() ~ InitializeWithData() # OnTextureUnloaded() ~ GetAtlasArray() ReadSkeletonData() ~ ReadSkeletonData() #skeletonDataAsset

Spine.Unity.EventDataReference
Asset

- + EventData
- # eventName
- + Initialize()
- + operator EventData()