

SkeletonRootMotionBaseInspector

- # rootMotionBoneName
- # transformPositionX
- # transformPositionY
- # transformRotation
- # rootMotionScaleX
- # rootMotionScaleY
- # rootMotionScaleRotation
- # rootMotionTranslateXPerY
- # rootMotionTranslateYPerX
- # rigidBody2D
- 888888148888...
- + OnInspectorGUI()
- # OnEnable()
- # MainPropertyFields()
- # OptionalPropertyFields()
- # DisplayWarnings()



Spine.Unity.Editor.Skeleton MecanimRootMotionInspector

- # mecanimLayerFlags
- # mecanimLayersLabel
- + OnInspectorGUI()
- # OnEnable()
- # GetLayerNames()
- # MecanimLayerMaskProperty
 Field()