

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class SpineUnityExamplesSkeletonGraphicMirror["Spine.Unity.Examples.SkeletonGraphicMirror"]
    SpineUnityExamplesSkeletonGraphicMirror --|> MonoBehaviour
```

The diagram illustrates a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. A blue arrow with an open triangular head points from the 'Spine.Unity.Examples.SkeletonGraphicMirror' class to the 'MonoBehaviour' class, indicating inheritance.

Spine.Unity.Examples.Skeleton
GraphicMirror

+ source

+ mirrorOnStart

+ restoreOnDisable

+ StartMirroring()

+ UpdateTexture()

+ RestoreIndependentSkeleton()