## + GrayMiniLabel + SpineButtonStyle + SortingLayerFieldMethod + Pluralize() + PluralThenS() UnityEditor::Editor static + PropertyFieldWideLabel() + PropertyFieldFitLabel() + ToggleLeftLayout() + ToggleLeft() + UndoRedoPerformed() + UnityIcon< T>() + UnityIcon() + GetNonPublicField() 88888788 88... ~ TempContent() #sortingProperties +advancedFoldout SkeletonRendererInspector + ReloadButtonWidth + ReloadButtonStyle + TargetIsValid # loadingFailed # skeletonDataAsset # initialSkinName # initialFlipX # initialFlipY # updateTiming # updateWhenInvisible # singleSubmesh # separatorSlotNames +mecanimSettingsFoldout # clearStateOnDisable + OnSceneGUI() + OnInspectorGUI() + MaskMaterialsEditingField() + SkeletonRootMotionParameter() + SetSeparatorSlotNames() + GetSeparatorSlotNames() + SeparatorsField() # OnEnable() # DrawInspectorGUI() # ApplyModifiedMeshParameters() # SkeletonRootMotionParameter()

Spine.Unity.Editor.Spine InspectorUtility

+ EmDash

Spine.Unity.Editor.Skeleton MecanimInspector

# autoReset

# useCustomMixMode

# layerMixModes

# layerBlendModes

# OnEnable()

# DrawInspectorGUI()

# AddRootMotionComponentIf Enabled()

# DrawLayerSettings()

# GetLayerNames()