


Spine.Unity.Editor.Skeleton  
GraphicInspector.OnInspectorGUI



```
graph LR; A[Spine.Unity.Editor.SkeletonGraphicInspector.OnInspectorGUI] --> B[Spine.Unity.SkeletonGraphic.ReapplySeparatorSlotNames]; B --> C[Spine.Unity.SkeletonGraphic.UpdateSeparatorPartParents];
```

Spine.Unity.SkeletonGraphic.  
ReapplySeparatorSlotNames

Spine.Unity.SkeletonGraphic.  
UpdateSeparatorPartParents