

UnityEditor::Editor

```
classDiagram
    class UnityEditorEditor["UnityEditor::Editor"]
    class SpineUnityEditorSpineSpriteAtlasAssetInspector["Spine.Unity.Editor.SpineSpriteAtlasAssetInspector"]
    SpineUnityEditorSpineSpriteAtlasAssetInspector --|> UnityEditorEditor
```

The diagram illustrates an inheritance relationship. At the top is the base class 'UnityEditor::Editor', represented by a white box with a black border, divided into three horizontal sections. The top section contains the class name, while the two bottom sections are empty. Below this is the derived class 'Spine.Unity.Editor.SpineSpriteAtlasAssetInspector', represented by a grey box with a black border, also divided into three horizontal sections. The top section contains the class name, the middle section is empty, and the bottom section contains the method '+ OnInspectorGUI()'. A blue arrow with a hollow triangular head points from the top of the derived class box to the bottom of the base class box, indicating that the derived class inherits from the base class.

Spine.Unity.Editor.Spine  
SpriteAtlasAssetInspector

+ OnInspectorGUI()