

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class SpineEventUnityHandler {
        + events
    }
    MonoBehaviour <|-- SpineEventUnityHandler
```

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 a hollow triangular head points from the 'SpineEventUnityHandler' class below to the 'MonoBehaviour' class. The 'SpineEventUnityHandler' class is represented by a rectangle with three horizontal compartments. The top compartment contains the full namespace and class name. The middle compartment contains a public field named 'events' preceded by a '+' sign. The bottom compartment is empty.

Spine.Unity.Prototyping.
SpineEventUnityHandler

+

events