

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class SpineUnityExamplesRenderTextureFadeoutExample["Spine.Unity.Examples.RenderTextureFadeoutExample"]
    SpineUnityExamplesRenderTextureFadeoutExample --|> MonoBehaviour
```

The diagram shows a class hierarchy. At the top is a box for 'MonoBehaviour' with two empty compartments below the name. Below it is a larger box for 'Spine.Unity.Examples.RenderTextureFadeoutExample' with three compartments: the top for the class name, the middle for methods, and the bottom for attributes. A blue arrow points from the top of the lower box to the bottom of the upper box, indicating inheritance.

Spine.Unity.Examples.Render  
TextureFadeoutExample

- + renderTextureFadeout
- + renderTextureFadeoutCanvas
- + normalSkeletonRenderrer