

SpineShaderWithOutlineGUI

_materialEditor

ShaderOutlineNamePrefix

ShaderNormalNamePrefix

ShaderWithoutStandardVariant Suffix

+ OnGUI()

FindProperties()

RenderStencilProperties()
RenderOutlineProperties()

SwitchShaderToOutlineSettings()

IsOutlineEnabled()

IsShaderWithoutStandardVariant Shader()

BoldToggleField()