Spine.Unity.Editor.Skeleton Spine.Unity.Editor.Skeleton GraphicCustomMaterialsInspector. GraphicInspector.InstantiateSkeleton OnInspectorGUI Graphic Spine.Unity.Editor.Skeleton Spine. Unity. Skeleton Graphic. Spine.Unity.SkeletonGraphic. GraphicInspector.OnInspectorGUI LateUpdate UpdateMesh Spine.Unity.Editor.Spine Spine. Unity. Skeleton Graphic. EditorUtilities Reinitialize MatchRectTransformWithBounds Component