UnityEditor::Editor
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Spine.Unity.Editor.Skeleton RendererInspector

- + advancedFoldout
- + ReloadButtonWidth
- + ReloadButtonStyle
- + TargetIsValid
- # loadingFailed
- # skeletonDataAsset
- # initialSkinName
- # initialFlipX
- # initialFlipY
- # updateTiming
- # updateWhenInvisible
- # singleSubmesh
- # separatorSlotNames
- # clearStateOnDisable
- + OnInspectorGUI()
- + MaskMaterialsEditingField()
- + SkeletonRootMotionParameter()
- + SetSeparatorSlotNames()
- + GetSeparatorSlotNames()
- + SeparatorsField()
- # OnEnable()
- # DrawInspectorGUI()
- # ApplyModifiedMeshParameters()
- # SkeletonRootMotionParameter()

Spine.Unity.Editor.Skeleton AnimationInspector

- # animationName
- # loop
- # timeScale
- # unscaledTime
- # autoReset
- # wasAnimationParameterChanged
- # OnEnable()
- # DrawInspectorGUI()
- # TrySetAnimation()

Spine.Unity.Editor.Skeleton MecanimInspector

- + mecanimSettingsFoldout
- # autoReset
- # useCustomMixMode
- # layerMixModes
- # layerBlendModes
- # OnEnable()
- # DrawInspectorGUI()
- # AddRootMotionComponentIf Enabled()
- # DrawLayerSettings()
- # GetLayerNames()