## MonoBehaviour

## Spine. Unity. Skeleton Animation Multi

initialFlipY

initialFlipX

initialLoop

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- initialAnimation
- skeletonDataAssets
- meshGeneratorSettings **AnimationSkeletonTable**
- **AnimationNameTable**
- CurrentSkeletonAnimation
- **SkeletonAnimations**
- Initialize() FindAnimation()
  - SetAnimation()
  - + SetAnimation()
  - + SetEmptyAnimation()
  - + ClearAnimation() GetCurrent()