

ScriptableObject



Spine.Unity.OnDemandTexture
Loader

+ atlasAsset

+ GetPlaceholderTextureName()

+ AssignPlaceholderTextures()

+ HasPlaceholderTexturesAssigned()

+ HasNullMainTexturesAssigned()

+ AssignTargetTextures()

+ BeginCustomTextureLoading()

+ EndCustomTextureLoading()

+ HasPlaceholderAssigned()

+ RequestLoadMaterialTextures()

+ RequestLoadTexture()

+ Clear()

+ TextureLoadDelegate()

OnTextureRequested()

OnTextureLoaded()

OnTextureUnloaded()