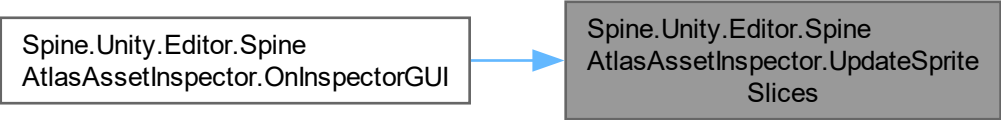


Spine.Unity.Editor.Spine
AtlasAssetInspector.OnInspectorGUI



Spine.Unity.Editor.Spine
AtlasAssetInspector.UpdateSprite
Slices