

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class SpineUnityExamplesMaterialPropertyBlockExample["Spine.Unity.Examples.MaterialPropertyBlockExample"]
    SpineUnityExamplesMaterialPropertyBlockExample --|> MonoBehaviour
```

The diagram shows a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a rectangle divided into three horizontal sections. The top section contains the class name. Below it are two empty sections. At the bottom is the 'Spine.Unity.Examples.MaterialPropertyBlockExample' class, represented by a shaded rectangle divided into four horizontal sections. The top section contains the class name. The next three sections contain a list of public fields: 'timeInterval', 'randomColors', and 'colorPropertyName', each preceded by a '+' sign. A blue arrow with an open triangular head points from the top of the 'Spine.Unity.Examples.MaterialPropertyBlockExample' class to the bottom of the 'MonoBehaviour' class, indicating inheritance.

Spine.Unity.Examples.Material
PropertyBlockExample

+ timeInterval

+ randomColors

+ colorPropertyName