```
SpineTreeltemDrawerBase
    < SpinePathConstraint >
+ NoneString
+ ErrorPopupStyle
+ TargetAttribute
+ SerializedProperty
+ Icon
~ NoneStringConstant
# skeletonDataAsset
+ OnGUI()
+ GetTargetSkeletonComponent()
+ GetPropertyHeight()
# IsValueValid()
# IsValueValid()
# Selector()
# PopulateMenu()
# HandleSelect()
```

