

+ ApplyAnimation()

Spine.Unity.SkeletonAnimation

+ state

+ loop

+ timeScale

+ AnimationState

+ UpdateTiming

+ UnscaledTime

updateTiming

unscaledTime

+ ClearState()

+ Initialize()

+ Update()

+ AnimationName

- + AfterAnimationApplied()
- + LateUpdate()
- + OnBecameVisible()
- + AddToGameObject()
- + NewSkeletonAnimationGame Object()
- # Update()
- # FixedUpdate()
- # UpdateAnimationStatus()

Spine.Unity.SkeletonMecanim

- Translator
- + UpdateTiming
- # translator
- updateTiming
- Initialize()
- Update()
- FixedUpdate()
- Update()
- ApplyAnimation()
- AfterAnimationApplied()
- LateUpdate()
- OnBecameVisible()
- UpdateAnimation()

- + Update()
- + ApplyTransformMovementTo Physics()
- + ApplyAnimation()
- + AfterAnimationApplied()
- + LateUpdate()
- + OnBecameVisible()

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- + NewSkeletonGraphicGameObject()
- + AddSkeletonGraphicComponent()
- + SetRectTransformSize()
- + SetRectTransformSize()
- # Awake()
- # OnDestroy()
- # OnDisable()
- # FixedUpdate()
- # SyncSubmeshGraphicsWithCanvas Renderers()
- # UpdateAnimationStatus()
- # GetPhysicsTransformPosition()
- # GetPhysicsTransformRotation()
- # UpdateWorldTransform()
- # OnCullStateChanged() 88 88 88 16 88 88 ...