

Spine.Unity.MeshGenerator.Settings

+ useClipping

+ zSpacing

+ tintBlack

+ canvasGroupCompatible

+ pmaVertexColors

+ addNormals

+ calculateTangents

+ immutableTriangles

+ Default

Spine.ExposedList<Vector3>

+ Items

+ Count

+ Capacity

+ ExposedList()

+ ExposedList()

+ ExposedList()

+ Add()

+ GrowIfNeeded()

+ Resize()

+ EnsureCapacity()

+ AddRange()

+ AddRange()

+ BinarySearch()

43...

~ ExposedList()

Spine.ExposedList<Vector2>

+ Items

+ Count

+ Capacity

+ ExposedList()

+ ExposedList()

+ ExposedList()

+ Add()

+ GrowIfNeeded()

+ Resize()

+ EnsureCapacity()

+ AddRange()

+ AddRange()

+ BinarySearch()

43...

~ ExposedList()

Spine.ExposedList<Color32>

+ Items

+ Count

+ Capacity

+ ExposedList()

+ ExposedList()

+ ExposedList()

+ Add()

+ GrowIfNeeded()

+ Resize()

+ EnsureCapacity()

+ AddRange()

+ AddRange()

+ BinarySearch()

43...

~ ExposedList()

Spine.ExposedList<Spine.ExposedList<int>>

+ Items

+ Count

+ Capacity

+ ExposedList()

+ ExposedList()

+ ExposedList()

+ Add()

+ GrowIfNeeded()

+ Resize()

+ EnsureCapacity()

+ AddRange()

+ AddRange()

+ BinarySearch()

43...

~ ExposedList()

Spine.Unity.MeshGenerator

+ UV2

+ UV3

+ VertexCount

+ Buffers

+ SkeletonClipping

+ SubmeshIndexCount()

+ MeshGenerator()

+ Begin()

+ AddSubmesh()

+ BuildMesh()

+ BuildMeshWithArrays()

+ ScaleVertexData()

+ GetMeshBounds()

+ FillVertexData()

+ FillLateVertexData()

+ FillTriangles()

+ EnsureVertexCapacity()

+ TrimExcess()

+ GenerateSingleSubmeshInstruction()

+ RequiresMultipleSubmeshesByDrawOrder()

+ GenerateSkeletonRendererInstruction()

+ TryReplaceMaterials()

+ FillMeshLocal()

+ FillMeshLocal()

~ SolveTangents2DEnsureSize()

~ SolveTangents2DTriangles()

~ SolveTangents2DBuffer()

MonoBehaviour

Spine.Unity.SkeletonAnimationMulti

+ initialFlipX

+ initialFlipY

+ initialAnimation

+ initialLoop

+ skeletonDataAssets

+ AnimationSkeletonTable

+ AnimationNameTable

+ CurrentSkeletonAnimation

+ SkeletonAnimations

+ Initialize()

+ FindAnimation()

+ SetAnimation()

+ SetAnimation()

+ SetEmptyAnimation()

+ ClearAnimation()

+ GetCurrent()

