

MonoBehaviour



Spine.Unity.Examples.Mix
AndMatchSkinsExample

- + baseSkin
- + eyelidsSkin
- + hairSkins
- + activeHairIndex
- + eyesSkins
- + activeEyesIndex
- + noseSkins
- + activeNoseIndex
- + clothesSkin
- + pantsSkin
- + bagSkin
- + hatSkin
- + runtimeMaterial
- + runtimeAtlas

- + NextHairSkin()
- + PrevHairSkin()
- + NextEyesSkin()
- + PrevEyesSkin()
- + NextNoseSkin()
- + PrevNoseSkin()
- + Equip()
- + OptimizeSkin()