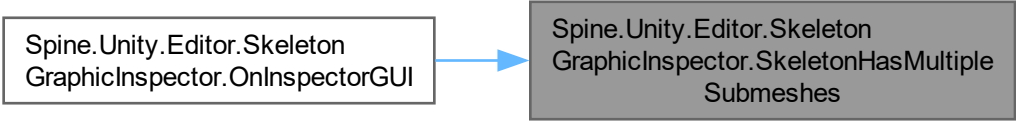


Spine.Unity.Editor.Skeleton  
GraphicInspector.OnInspectorGUI



```
graph LR; A[Spine.Unity.Editor.Skeleton  
GraphicInspector.OnInspectorGUI] --> B[Spine.Unity.Editor.Skeleton  
GraphicInspector.SkeletonHasMultiple  
Submeshes];
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is white with a thin black border and contains the text 'Spine.Unity.Editor.Skeleton' and 'GraphicInspector.OnInspectorGUI'. The right box is gray with a thin black border and contains the text 'Spine.Unity.Editor.Skeleton', 'GraphicInspector.SkeletonHasMultiple', and 'Submeshes'.

Spine.Unity.Editor.Skeleton  
GraphicInspector.SkeletonHasMultiple  
Submeshes