

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()

00

00

00

43

00

00

...

~ ExposedList()

Spine.ExposedList<Vector2>

+ Items
+ Count
+ Capacity
+ ExposedList()
+ ExposedList()
+ ExposedList()
+ Add()
+ GrowIfNeeded()
+ Resize()
+ EnsureCapacity()
+ AddRange()
+ AddRange()
+ BinarySearch()

00

00

00

43

00

00

...

~ ExposedList()

Spine.ExposedList<Color32>

+ Items
+ Count
+ Capacity
+ ExposedList()
+ ExposedList()
+ ExposedList()
+ Add()
+ GrowIfNeeded()
+ Resize()
+ EnsureCapacity()
+ AddRange()
+ AddRange()
+ BinarySearch()

00

00

00

43

00

00

...

~ ExposedList()

Spine.ExposedList<Spine.ExposedList<int>>

+ Items
+ Count
+ Capacity
+ ExposedList()
+ ExposedList()
+ ExposedList()
+ Add()
+ GrowIfNeeded()
+ Resize()
+ EnsureCapacity()
+ AddRange()
+ AddRange()
+ BinarySearch()

00

00

00

43

00

00

...

~ 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()

+settings

#vertexBuffer

#uvBuffer

#colorBuffer

#submeshes