

SkeletonRendererInspector

- + advancedFoldout + ReloadButtonWidth
  - ReloadButtonStyle
- + TargetIsValid # loadingFailed
- # skeletonDataAsset
- # initialSkinName
- # initialFlipX # initialFlipY
- # updateTiming
- # updateWhenInvisible
- # singleSubmesh
- # separatorSlotNames # clearStateOnDisable
- 88888478888... + OnSceneGUI()

# OnEnable()

- + OnInspectorGUI()
- + MaskMaterialsEditingField() + SkeletonRootMotionParameter()
- + SetSeparatorSlotNames()
- + GetSeparatorSlotNames() + SeparatorsField()
- # DrawInspectorGUI()
- # ApplyModifiedMeshParameters()
- # SkeletonRootMotionParameter()



- # animationName
- # loop
- # unscaledTime # autoReset

# timeScale

- # wasAnimationParameterChanged
- # OnEnable()
- # DrawInspectorGUI() # TrySetAnimation()