


Spine.Unity.Examples.Skeleton
RenderSeparatorInspector.OnInspectorGUI



```
graph LR; A[Spine.Unity.Examples.SkeletonRenderSeparatorInspector.OnInspectorGUI] --> B[Spine.Unity.SkeletonRenderSeparator.OnDisable]; B --> C[Spine.Unity.SkeletonRenderSeparator.ClearPartsRendererMeshes];
```

Spine.Unity.SkeletonRender
Separator.OnDisable

Spine.Unity.SkeletonRender
Separator.ClearPartsRendererMeshes