

EditorWindow

```
classDiagram
    class EditorWindow
    class SpineUnityEditorSkeletonBakingWindow["Spine.Unity.Editor.SkeletonBakingWindow"] {
        + skeletonDataAsset
        + skinToBake
        + Init()
    }
    SpineUnityEditorSkeletonBakingWindow --|> EditorWindow
```

The diagram illustrates a class hierarchy. At the top is the 'EditorWindow' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. At the bottom is the 'Spine.Unity.Editor.SkeletonBakingWindow' class, represented by a shaded rectangle with three horizontal compartments. The top compartment contains the class name. The middle compartment contains two public attributes: '+ skeletonDataAsset' and '+ skinToBake'. The bottom compartment contains a public method: '+ Init()'. A blue arrow with an open triangle head points from the top of the 'Spine.Unity.Editor.SkeletonBakingWindow' class to the bottom of the 'EditorWindow' class, indicating inheritance.

Spine.Unity.Editor.Skeleton
BakingWindow

+ skeletonDataAsset

+ skinToBake

+ Init()