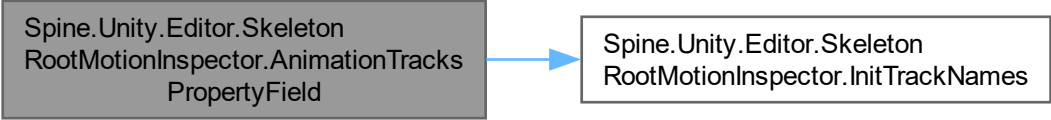


Spine.Unity.Editor.Skeleton  
RootMotionInspector.AnimationTracks  
PropertyField



```
graph LR; A["Spine.Unity.Editor.Skeleton<br/>RootMotionInspector.AnimationTracks<br/>PropertyField"] --> B["Spine.Unity.Editor.Skeleton<br/>RootMotionInspector.InitTrackNames"]
```

Spine.Unity.Editor.Skeleton  
RootMotionInspector.InitTrackNames