

AtlasAssetBase

- + PrimaryMaterial
- + Materials
- + MaterialCount
- + IsLoaded
- + TextureLoadingMode
- + OnDemandTextureLoader # textureLoadingMode
- # onDemandTextureLoader
- + Clear()
- + GetAtlas()
- + BeginCustomTextureLoading()
- + EndCustomTextureLoading()
- + RequireTexturesLoaded()
- + RequireTextureLoaded()



Spine.Unity.SpineSpriteAtlas Asset

- + spriteAtlasFile
- + materials
- + updateRegionsInPlayMode+ IsLoaded
- 1020000
- + Materials
- + MaterialCount+ PrimaryMaterial
- # atlas
- # savedRegions
- + Clear()
 - + GetAtlas()
 - + CreateRuntimeInstance()
 - + AccessPackedTexture()
 - + AccessPackedSprites()
- # AssignRegionsFromSavedRegions()