


Spine.Unity.Editor.Skeleton
MecanimRootMotionInspector.OnInspectorGUI



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graph LR; A[Spine.Unity.Editor.Skeleton  
MecanimRootMotionInspector.OnInspectorGUI] --> B[Spine.Unity.Editor.Skeleton  
MecanimRootMotionInspector.Mecanim  
LayerMaskPropertyField]; B --> C[Spine.Unity.Editor.Skeleton  
MecanimRootMotionInspector.GetLayerNames];
```

Spine.Unity.Editor.Skeleton
MecanimRootMotionInspector.Mecanim
LayerMaskPropertyField

Spine.Unity.Editor.Skeleton
MecanimRootMotionInspector.GetLayerNames