


Spine.Unity.Editor.Skeleton
RootMotionBaseInspector.OnInspectorGUI



```
graph LR; A[Spine.Unity.Editor.Skeleton RootMotionBaseInspector.OnInspectorGUI] --> B[Spine.Unity.Editor.Skeleton RootMotionBaseInspector.OptionalPropertyFields];
```

Spine.Unity.Editor.Skeleton
RootMotionBaseInspector.Optional
PropertyFields