

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class Spine_Unity_Examples_MixAndMatchGraphic["Spine.Unity.Examples.MixAndMatchGraphic"]
    Spine_Unity_Examples_MixAndMatchGraphic --|> MonoBehaviour
```

The diagram shows a class hierarchy. At the top is a box for 'MonoBehaviour' with two empty slots below the name. Below it is a box for 'Spine.Unity.Examples.MixAndMatchGraphic' which contains a list of fields. A blue arrow points from the top of the 'Spine.Unity.Examples.MixAndMatchGraphic' box to the bottom of the 'MonoBehaviour' box, indicating inheritance.

Spine.Unity.Examples.Mix
AndMatchGraphic

- + baseSkinName
- + sourceMaterial
- + visorSprite
- + visorSlot
- + visorKey
- + gunSprite
- + gunSlot
- + gunKey
- + repack
- + runtimeAtlas
- + runtimeMaterial