

UnityEditor::Editor

```
classDiagram
    class UnityEditorEditor["UnityEditor::Editor"]
    class SpineUnityExamplesSkeletonRenderSeparatorInspector["Spine.Unity.Examples.SkeletonRenderSeparatorInspector"]
    SpineUnityExamplesSkeletonRenderSeparatorInspector --|> UnityEditorEditor
```

The diagram shows a class hierarchy. At the top is the base class 'UnityEditor::Editor', represented by a rectangle with three horizontal compartments. The top compartment contains the class name, while the other two are empty. Below it is the derived class 'Spine.Unity.Examples.SkeletonRenderSeparatorInspector', represented by a shaded rectangle with three horizontal compartments. The top compartment contains the class name. The middle compartment contains a public attribute '+ SkeletonRenderSeparator Count'. The bottom compartment contains three public methods: '+ OnInspectorGUI()', '+ AddPartsRenderer()', and '+ DetectOrphanedPartsRenderers()'. A blue arrow with an open triangular head points from the derived class to the base class, indicating inheritance.

Spine.Unity.Examples.Skeleton  
RenderSeparatorInspector

+ SkeletonRenderSeparator  
Count

+ OnInspectorGUI()

+ AddPartsRenderer()

+ DetectOrphanedPartsRenderers()