

UnityEditor::Editor

```
classDiagram
    class UnityEditor["UnityEditor::Editor"]
    class SpineInspector["Spine.Unity.Examples.SkeletonRagdollInspector"]
    SpineInspector --|> UnityEditor
```

The diagram illustrates an inheritance relationship. At the top is a white rectangular box representing the 'UnityEditor::Editor' class, divided into three horizontal sections. The top section contains the class name, while the bottom two are empty. Below this box is a blue arrow pointing upwards, indicating inheritance. At the bottom is a gray rectangular box representing the 'Spine.Unity.Examples.SkeletonRagdollInspector' class, also divided into three horizontal sections. The top section contains the class name, and the bottom two are empty. The arrow points from the top section of the gray box to the bottom section of the white box.

Spine.Unity.Examples.Skeleton
RagdollInspector