

UnityEditor::Editor

```
classDiagram
    class UnityEditor["UnityEditor::Editor"]
    class Spine["Spine.Unity.Editor.BoundingBoxFollowerInspector"]
    Spine --|> UnityEditor
```

The diagram shows a class hierarchy. At the top is a class box for 'UnityEditor::Editor' with three empty compartments. Below it is a class box for 'Spine.Unity.Editor.BoundingBoxFollowerInspector' with a grey header and a list of methods. A blue arrow points from the top of the lower box to the bottom of the upper box, indicating inheritance.

Spine.Unity.Editor.BoundingBoxFollowerInspector

+ AddBoneFollowerLabel

+ OnInspectorGUI()

+ AddBoundingBoxFollowerChild()

+ AddAllBoundingBoxFollowerChildren()