ScriptableObject

Spine.Unity.BlendModeMaterials

- + applyAdditiveMaterial
- + additiveMaterials
- + multiplyMaterials
- + screenMaterials
- + MATERIAL SUFFIX MULTIPLY
- + MATERIAL SUFFIX SCREEN
- + MATERIAL SUFFIX ADDITIVE
- + RequiresBlendModeMaterials
- # requiresBlendModeMaterials
- + BlendModeForMaterial()
- + UpdateBlendmodeMaterials RequiredState()
- + CreateForRegionDelegate()
- + ApplyMaterials()
- + CreateAndAssignMaterials()
- + CreateAndAssignMaterials()
- # CloneAtlasRegionWithMaterial()
- # CreateForRegion()
- # CreateReplacementMaterial()

Spine.Unity.AtlasAssetBase

- + PrimaryMaterial
- + Materials
- + MaterialCount
- + IsLoaded
- + TextureLoadingMode
- + OnDemandTextureLoader
- # textureLoadingMode
- + Clear()
- + GetAtlas()
- + BeginCustomTextureLoading()
- + EndCustomTextureLoading()
- + RequireTexturesLoaded()
- + RequireTextureLoaded()

+blendModeMaterials /+atlasAssets

+atlasAsset \#onDemandTextureLoader

Spine.Unity.SkeletonData Asset

- + scale
- + skeletonJSON
- + isUpgradingBlendModeMaterials
- + skeletonDataModifiers
- + fromAnimation
- + toAnimation
- + duration
- + defaultMix
- + controller
- + IsLoaded
- + SetupRuntimeBlendModeMaterials()
- + Clear()
- + GetAnimationStateData()
- + GetSkeletonData()
- + FillStateData()
- + CreateRuntimeInstance()
- + CreateRuntimeInstance()
- ~ InitializeWithData()
- ~ GetAtlasArray()
- ~ ReadSkeletonData()
- ~ ReadSkeletonData()

Spine.Unity.OnDemandTexture Loader

- + GetPlaceholderTextureName()
- + AssignPlaceholderTextures()
- + HasPlaceholderTexturesAssigned()
- + HasNullMainTexturesAssigned()
- + AssignTargetTextures()
- + BeginCustomTextureLoading()
- + EndCustomTextureLoading()
- + HasPlaceholderAssigned()
- + RequestLoadMaterialTextures()
- + RequestLoadTexture()
- + Clear()
- + TextureLoadDelegate()
- # OnTextureRequested()
- # OnTextureLoaded()
- # OnTextureUnloaded()