

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class SpineUnityExamplesSpawnFromSkeletonDataExample["Spine.Unity.Examples.SpawnFromSkeletonDataExample"]
    SpineUnityExamplesSpawnFromSkeletonDataExample --|> 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.SpawnFromSkeletonDataExample' with three public fields listed: '+ skeletonDataAsset', '+ count', and '+ startingAnimation'. A blue arrow points from the top of the lower box to the bottom of the upper box, indicating inheritance.

Spine.Unity.Examples.Spawn
FromSkeletonDataExample

- + skeletonDataAsset
- + count
- + startingAnimation