```
Spine.Unity.Editor.Spine
AttachmentDrawer.PopulateMenu
```

Spine.SkeletonData.FindSkin

Spine.Skin.GetAttachments

```
Spine.Unity.Editor.Spine
TreeItemDrawerBase< SpineAttachment
>::GetTargetSkeletonComponent
```

```
Spine.Unity.Editor.Spine
TreeItemDrawerBase< SpineAttachment
>::HandleSelect
```