Spine.ExposedList< Material > + Items + Count + Capacity + ExposedList() + ExposedList() + ExposedList() + Add() + GrowlfNeeded() + Resize() + EnsureCapacity() + AddRange() + AddRange() + BinarySearch() ~ ExposedList()

Spine.Unity.MeshRenderer Buffers

- ~ sharedMaterials
- + Initialize()

IDisposable

- + GetUpdatedSharedMaterials Array()
- + MaterialsChangedInLastUpdate()
- + UpdateSharedMaterials()
- + GetNextMesh()
- + Clear()
- + Dispose()