

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()