Spine.Unity.SkeletonAnimation Multi.Initialize Spine.Unity.Editor.Bounding Spine.Unity.BlendModeMaterials. BoxFollowerGraphicInspector.Add CreateAndAssignMaterials BoundingBoxFollowerGraphicChild Spine.Unity.SkeletonData Spine.Unity.SkeletonGraphic. Asset.CreateRuntimeInstance AddSkeletonGraphicComponent Spine.Unity.Examples.Equip Spine.Unity.SkeletonGraphic. Spine.Unity.SkeletonAnimation. SystemExample.Equip Initialize Awake Spine. Unity. Bounding Box FollowerSpine.Unity.Editor.Spine Graphic.Initialize AnimationDrawer.PopulateMenu Spine.Unity.SkeletonData Asset.GetAnimationStateData Spine.Unity.SkeletonGraphic. Spine.Unity.Editor.BoneFollower Initialize GraphicInspector.OnInspectorGUI Spine.Unity.Editor.Skeleton GraphicInspector.InstantiateSkeleton Graphic Spine.Unity.Editor.Spine Spine.Unity.Editor.Spine EditorUtilities.SkeletonData EditorUtilities.Reinitialize AssetIsValid Component Spine.Unity.Editor.Spine EditorUtilities.Reinitialize Component Spine.Unity.Editor.Spine EditorUtilities.ReloadSkeleton DataAssetAndComponent Spine.Unity.Editor.Spine Spine.Unity.SkeletonRenderer. EditorUtilities.ReloadSkeleton Initialize DataAsset Spine.Unity.Editor.Spine EditorUtilities.ReloadSkeleton Spine.Unity.SpineAttachment. DataAssetAndComponent Spine. Unity. Skeleton Renderer.GetAttachment Awake Spine.Unity.SpineBone.Get Spine. Unity. Bounding Box Follower.BoneData Initialize Spine.Unity.Editor.Animation Spine.Unity.Editor.BoneFollower ReferenceAssetEditor.HasPreviewGUI Inspector.OnInspectorGUI Spine.Unity.AnimationReference Spine.Unity.SkeletonRender Asset.Initialize Separator.AddToSkeletonRenderer Spine.Unity.BlendModeMaterials. Spine.Unity.SkeletonData Spine.Unity.BlendModeMaterials. Asset.GetSkeletonData CloneAtlasRegionWithMaterial **ApplyMaterials** Spine.Unity.EventDataReference Spine.Unity.Editor.Skeleton Asset.Initialize RendererInspector.ApplyModified MeshParameters Spine.Unity.SkeletonMecanim. MecanimTranslator.Initialize Spine.Unity.SkeletonMecanim. Initialize Spine.Unity.Editor.Skeleton Spine.Unity.Editor.Skeleton GraphicInspector.SpawnSkeletonGraphic GraphicInspector.InstantiateSkeleton Graphic FromDrop Spine.Unity.Editor.Spine TreeltemDrawerBase.lsValueValid Spine.Unity.Editor.Spine TreeltemDrawerBase.OnGUI Spine.Unity.Editor.Spine TreeltemDrawerBase.Selector Spine.Unity.Editor.Animation ReferenceAssetEditor.OnInspectorGUI Spine.Unity.Editor.Spine EventNameDrawer.PopulateMenu Spine.Unity.Editor.Spine lkConstraintDrawer.PopulateMenu Spine.Unity.Editor.Spine PathConstraintDrawer.PopulateMenu Spine.Unity.Editor.Spine TransformConstraintDrawer.PopulateMenu Spine.Unity.SkeletonData Asset.SetupRuntimeBlendModeMaterials Spine.Unity.Editor.Blend ModeMaterialsUtility.Upgrade BlendModeMaterials Spine.Unity.Editor.Blend ModeMaterialsUtility.UpdateBlend ModeMaterials Spine.Unity.Editor.Blend ModeMaterialsUtility.UpdateBlend ModeMaterials