

UnityEditor::Editor

```
classDiagram
    class UnityEditorEditor["UnityEditor::Editor"]
    class SpineUnityEditorSkeletonRendererCustomMaterialsInspector["Spine.Unity.Editor.SkeletonRendererCustomMaterialsInspector"]
    SpineUnityEditorSkeletonRendererCustomMaterialsInspector --|> UnityEditorEditor
```

The diagram illustrates a class hierarchy. At the top is the base class, `UnityEditor::Editor`, represented by a white box with a black border. It contains two empty rectangular compartments. Below it is the derived class, `Spine.Unity.Editor.SkeletonRendererCustomMaterialsInspector`, represented by a grey box with a black border. This class also has two compartments: the top one contains the class name, and the bottom one contains a public method `+ OnInspectorGUI()`. A blue arrow with an open triangular head points from the derived class to the base class, indicating inheritance.

Spine.Unity.Editor.Skeleton
RendererCustomMaterialsInspector

+

OnInspectorGUI()