

SpineShaderWithOutlineGUI

- # _materialEditor
- # ShaderOutlineNamePrefix
- # ShaderNormalNamePrefix # ShaderWithoutStandardVariant
 - Suffix
- + OnGUI() # FindProperties()
- # RenderStencilProperties()
- # RenderOutlineProperties()
- # SwitchShaderToOutlineSettings()
- # IsOutlineEnabled()
 # IsShaderWithoutStandardVariant
- Shader()
 # BoldToggleField()



+ AssignNewShaderToMaterial()

SpineSpriteShaderGUI

- + OnGUI()
- # FindProperties()
- # ShaderPropertiesGUI()

RenderModes()

- # RenderTextureProperties()
- # RenderDepthProperties()
- # RenderNormalsProperties()
- # RenderDiffuseRampProperties()
- # RenderShadowsProperties()
 - # RenderSphericalHarmonics
- Properties()
 # RenderFogProperties()
- # RenderColorProperties()
- # RenderSpecularProperties()
- # RenderEmissionProperties()
- # RenderRimLightingProperties()