

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class FootSoldierExample["Spine.Unity.Examples.FootSoldierExample"]
    FootSoldierExample --|> MonoBehaviour
```

The diagram shows a class hierarchy. At the top is a box for 'MonoBehaviour' with two empty slots below the name. Below it is a box for 'Spine.Unity.Examples.FootSoldierExample' with a list of public fields. A blue arrow points from the 'Spine.Unity.Examples.FootSoldierExample' box up to the 'MonoBehaviour' box, indicating inheritance.

Spine.Unity.Examples.Foot  
SoldierExample

- + idleAnimation
- + attackAnimation
- + moveAnimation
- + eyesSlot
- + eyesOpenAttachment
- + blinkAttachment
- + blinkDuration
- + attackKey
- + rightKey
- + leftKey
- + moveSpeed