

MonoBehaviour

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

The diagram illustrates a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a rectangle divided into three horizontal sections. The top section contains the class name, while the two bottom sections are empty. Below it is the 'Spine.Unity.Examples.RenderExistingMesh' class, represented by a shaded rectangle divided into three horizontal sections. The top section contains the class name, the middle section lists two public fields with '+' symbols, and the bottom section is empty. A blue arrow with an open triangular head points from the top of the 'Spine.Unity.Examples.RenderExistingMesh' class to the bottom of the 'MonoBehaviour' class, indicating that 'Spine.Unity.Examples.RenderExistingMesh' inherits from 'MonoBehaviour'.

Spine.Unity.Examples.Render
ExistingMesh

+ referenceRenderer

+ replacementMaterials