```
┌─────────────────────────────┐
│ ISpineComponent             │
├─────────────────────────────┤
│                             │
├─────────────────────────────┤
│                             │
└─────────────────────────────┘
              △
              │
┌─────────────────────────────┐
│ Spine.Unity.IHasSkeleton    │
│ Component                   │
├─────────────────────────────┤
│  +   SkeletonComponent      │
└─────────────────────────────┘
         △         △
         │         │
```

Spine.Unity.Examples.Spine AnimationTesterTool

+ skeletonAnimation
+ useOverrideMixDuration
+ overrideMixDuration
+ useOverrideAttachmentThreshold
+ attachmentThreshold
+ useOverrideDrawOrderThreshold
+ drawOrderThreshold
+ trackControls
+ boundAnimationsText
+ skeletonNameText
+ SkeletonDataAsset
+ SkeletonComponent

Spine.Unity.PointFollower

+ skeletonRenderer
+ slotName
+ pointAttachmentName
+ followRotation
+ followSkeletonFlip
+ followSkeletonZPosition
+ SkeletonRenderer
+ SkeletonComponent
+ IsValid

+ Initialize()
+ LateUpdate()