

MonoBehaviour



Spine.Unity.SkeletonRender
Separator

+ copyPropertyBlock
+ copyMeshRendererFlags
+ partsRenderers
+ isVisible
+ DefaultSortingOrderIncrement
+ SkeletonRenderer
skeletonRenderer

+ AddPartsRenderer()
+ OnEnable()
+ Update()
+ OnDisable()
+ UpdateVisibility()
+ AddToSkeletonRenderer()
ClearPartsRendererMeshes()