

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class SpineUnityFollowLocationRigidbody["Spine.Unity.FollowLocation Rigidbody"]
    SpineUnityFollowLocationRigidbody --|> MonoBehaviour
```

The diagram shows a class hierarchy. At the top is a class box for 'MonoBehaviour' with two empty slots below the name. Below it is a class box for 'Spine.Unity.FollowLocation Rigidbody' with a '+' sign and the word 'reference' in the second slot. A blue arrow with an open triangle head points from the bottom of the 'Spine.Unity.FollowLocation Rigidbody' box to the bottom of the 'MonoBehaviour' box, indicating inheritance.

Spine.Unity.FollowLocation
Rigidbody

+

reference