```
                    ┌─────────────────────┐
                    │   ISpineComponent   │
                    ├─────────────────────┤
                    │                     │
                    └─────────────────────┘
                             △
             ┌───────────────┼───────────────┐
             │               │               │
┌────────────────┐ ┌──────────────────────┐ ┌──────────────────────┐
│ MonoBehaviour  │ │  ISkeletonComponent  │ │ IHasSkeletonDataAsset │
├────────────────┤ ├──────────────────────┤ ├──────────────────────┤
│                │ │ + SkeletonDataAsset  │ │ + SkeletonDataAsset  │
└────────────────┘ │ + Skeleton           │ │                      │
                   └──────────────────────┘ └──────────────────────┘
```

Spine.Unity.SkeletonRenderer

+ skeletonDataAsset
+ initialSkinName
+ initialFlipX
+ initialFlipY
+ updateWhenInvisible
+ separatorSlots
+ zSpacing
+ useClipping
+ immutableTriangles
+ pmaVertexColors
  　　　　　 8　 　…
+ UpdateMode
+ CustomMaterialOverride
+ CustomSlotMaterials
+ SkeletonClipping
+ Skeleton
+ PhysicsPositionInheritance
  Factor
+ PhysicsRotationInheritance
  Factor
+ PhysicsMovementRelativeTo
+ SkeletonDataAsset
# updateMode
# separatorSlotNames
# physicsPositionInheritance
  Factor
physicsRotationInheritance
  Factor
physicsMovementRelativeTo
lastPosition
lastRotation

+ InstructionDelegate()
+ ResetLastPosition()
+ ResetLastRotation()
+ ResetLastPositionAndRotation()
+ SkeletonRendererDelegate()
+ SetMeshSettings()
+ Awake()
+ ClearState()
+ EnsureMeshGeneratorCapacity()
+ Initialize()
  　　　　　 8　 　…
+ NewSpineGameObject
  < T >()
+ AddSpineComponent<
  T >()
GetPhysicsTransformPosition()
GetPhysicsTransformRotation()
UpdateWorldTransform()

Spine.Unity.SkeletonAnimation

+ state
+ loop
+ timeScale
+ AnimationState
+ UpdateTiming
+ UnscaledTime
+ AnimationName
# updateTiming
# unscaledTime

+ ClearState()
+ Initialize()
+ Update()
+ ApplyAnimation()
+ AfterAnimationApplied()
+ LateUpdate()
+ OnBecameVisible()
+ AddToGameObject()
+ NewSkeletonAnimationGame
  Object()
# Update()
# FixedUpdate()
# UpdateAnimationStatus()

Spine.Unity.SkeletonMecanim

+ Translator
+ UpdateTiming
# translator
# updateTiming

+ Initialize()
+ Update()
+ FixedUpdate()
+ Update()
+ ApplyAnimation()
+ AfterAnimationApplied()
+ LateUpdate()
+ OnBecameVisible()
# UpdateAnimation()