


Spine.Unity.Editor.Skeleton  
RootMotionBaseInspector.OnInspectorGUI



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graph LR; A[Spine.Unity.Editor.Skeleton RootMotionBaseInspector.OnInspectorGUI] --> B[Spine.Unity.Editor.Skeleton RootMotionBaseInspector.OptionalPropertyFields]; B --> C[Spine.Unity.Editor.Skeleton RootMotionBaseInspector.DisplayWarnings];
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Spine.Unity.Editor.Skeleton  
RootMotionBaseInspector.Optional  
PropertyFields

Spine.Unity.Editor.Skeleton  
RootMotionBaseInspector.Display  
Warnings