

SpineShaderWithOutlineGUI

_materialEditor

ShaderOutlineNamePrefix

ShaderNormalNamePrefix # ShaderWithoutStandardVariant

Suffix + OnGUI()

FindProperties()

RenderStencilProperties()

RenderOutlineProperties()

SwitchShaderToOutlineSettings()
IsOutlineEnabled()

IsShaderWithoutStandardVariant Shader()

BoldToggleField()



SpineSpriteShaderGUI

+ AssignNewShaderToMaterial()

- + OnGUI()
- # FindProperties()
- # ShaderPropertiesGUI()

RenderModes()

- # RenderTextureProperties()
- # RenderDepthProperties()
- # RenderNormalsProperties()
- # RenderDiffuseRampProperties()
- # RenderShadowsProperties()
- # RenderSphericalHarmonics
- Properties()
- # RenderColorProperties()

RenderFogProperties()

- # RenderSpecularProperties()
- # RenderEmissionProperties()
- # RenderRimLightingProperties()