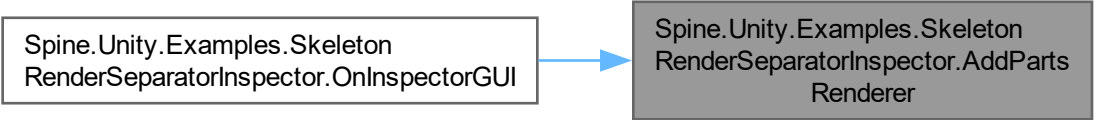


Spine.Unity.Examples.Skeleton
RenderSeparatorInspector.OnInspectorGUI



```
graph LR; A[Spine.Unity.Examples.Skeleton  
RenderSeparatorInspector.OnInspectorGUI] --> B[Spine.Unity.Examples.Skeleton  
RenderSeparatorInspector.AddParts  
Renderer];
```

Spine.Unity.Examples.Skeleton
RenderSeparatorInspector.AddParts
Renderer