

AssetPostprocessor



Spine.Unity.Editor.Spine
EditorUtilities

- + editorPath
- + editorGUIPath
- + initialized
- + FloatPropertyField()
- + ShaderPropertyField()
- + MaterialPropertyField()
- + OnTextureImportedFirstTime()
- + ConfirmInitialization()
- + IssueWarningsForUnrecommendedTextureSettings()
- + ReloadSkeletonDataAssetAndComponent()
- + ReloadSkeletonDataAssetAndComponent()
- + ClearSkeletonDataAsset()
- + ReloadSkeletonDataAsset()
- + ReinitializeComponent()
- + ReinitializeComponent()
- + SkeletonDataAssetsIsValid()
- + IssueWarningsForUnrecommendedTextureSettings()