

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class SpineUnityExamplesSkeletonRenderTextureBase["Spine.Unity.Examples.SkeletonRenderTextureBase"]
    SpineUnityExamplesSkeletonRenderTextureBase --|> MonoBehaviour
```

The diagram illustrates a class hierarchy. At the top is a white box representing the 'MonoBehaviour' class, which is divided into three horizontal sections. Below it is a grey box representing the 'Spine.Unity.Examples.SkeletonRenderTextureBase' class, also divided into three horizontal sections. A blue arrow with an open triangular head points from the top section of the grey box to the bottom section of the white box, indicating that 'Spine.Unity.Examples.SkeletonRenderTextureBase' inherits from 'MonoBehaviour'.

Spine.Unity.Examples.Skeleton
RenderTextureBase