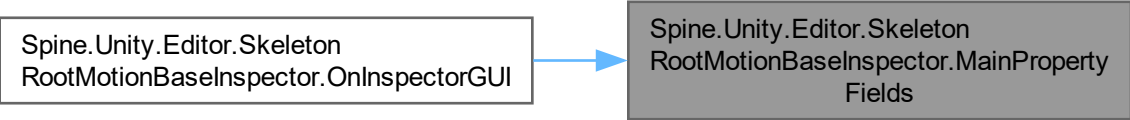


Spine.Unity.Editor.Skeleton
RootMotionBaseInspector.OnInspectorGUI



```
graph LR; A[Spine.Unity.Editor.Skeleton RootMotionBaseInspector.OnInspectorGUI] --> B[Spine.Unity.Editor.Skeleton RootMotionBaseInspector.MainPropertyFields];
```

A diagram showing a call from the `OnInspectorGUI` method to the `MainPropertyFields` property. The source is a white box on the left, and the target is a gray box on the right, connected by a blue arrow.

Spine.Unity.Editor.Skeleton
RootMotionBaseInspector.MainProperty
Fields