




Spine.Unity.Editor.Skeleton
RootMotionBaseInspector

rootMotionBoneName
transformPositionX
transformPositionY
transformRotation
rootMotionScaleX
rootMotionScaleY
rootMotionScaleRotation
rootMotionTranslateXPerY
rootMotionTranslateYPerX
rigidBody2D

   14   ...

+ OnInspectorGUI()
OnEnable()
MainPropertyFields()
OptionalPropertyFields()
DisplayWarnings()