

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class SpineUnityExamplesHeroEffectsHandlerExample["Spine.Unity.Examples.HeroEffectsHandlerExample"]
    SpineUnityExamplesHeroEffectsHandlerExample --|> MonoBehaviour
```

The diagram illustrates a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a rectangle divided into three horizontal sections. Below it is the 'Spine.Unity.Examples.HeroEffectsHandlerExample' class, represented by a shaded rectangle divided into three horizontal sections. A blue arrow with an open triangular head points from the top section of the lower class to the bottom section of the 'MonoBehaviour' class, indicating that the lower class inherits from the upper class.

Spine.Unity.Examples.Hero
EffectsHandlerExample

+ eventSource

+ OnJump

+ OnLand

+ OnHardLand

+ Awake()