

Spine.Unity.Editor.Skeleton
GraphicCustomMaterialsInspector.
OnInspectorGUI

Spine.Unity.Editor.Skeleton
GraphicInspector.OnInspectorGUI

Spine.Unity.Editor.Spine
EditorUtilities.Reinitialize
Component

Spine.Unity.SkeletonGraphic.
LateUpdate

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graph LR; A[Spine.Unity.Editor.SkeletonGraphicCustomMaterialsInspector.OnInspectorGUI] --> D[Spine.Unity.SkeletonGraphic.LateUpdate]; B[Spine.Unity.Editor.SkeletonGraphicInspector.OnInspectorGUI] --> D; C[Spine.Unity.Editor.SpineEditorUtilities.ReinitializeComponent] --> D;
```

The diagram illustrates three source boxes on the left, each with a blue arrow pointing to a single target box on the right. The target box is shaded gray, while the source boxes are white with black borders. The arrows originate from the right side of each source box and point towards the left side of the target box.