


Spine.Unity.Editor.Skeleton
RootMotionInspector.OnInspectorGUI



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graph LR; A[Spine.Unity.Editor.Skeleton RootMotionInspector.OnInspectorGUI] --> B[Spine.Unity.Editor.Skeleton RootMotionInspector.AnimationTracks PropertyField]; B --> C[Spine.Unity.Editor.Skeleton RootMotionInspector.InitTrackNames];
```

Spine.Unity.Editor.Skeleton
RootMotionInspector.AnimationTracks
PropertyField

Spine.Unity.Editor.Skeleton
RootMotionInspector.InitTrackNames