

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class Spine_Unity_Examples_AtlasRegionAttacher {
        # atlasAsset
        # inheritProperties
        # attachments
    }
    Spine_Unity_Examples_AtlasRegionAttacher --|> MonoBehaviour
```

The diagram shows a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. A blue arrow with a hollow triangular head points upwards from the 'Spine.Unity.Examples.AtlasRegionAttacher' class to the 'MonoBehaviour' class, indicating inheritance.

Spine.Unity.Examples.Atlas  
RegionAttacher

# atlasAsset

# inheritProperties

# attachments