

PropertyAttribute

```
classDiagram
    class PropertyAttribute {
    }
    class SpineAtlasRegion["Spine.Unity.SpineAtlasRegion"] {
        + atlasAssetField
        + SpineAtlasRegion()
    }
    SpineAtlasRegion --|> PropertyAttribute
```

The diagram illustrates a class hierarchy. At the top is the 'PropertyAttribute' class, represented by a white box with a black border and two empty internal compartments. Below it is the 'Spine.Unity.SpineAtlasRegion' class, represented by a grey box with three compartments. The first compartment contains the class name, the second contains a public field '+ atlasAssetField', and the third contains a public constructor '+ SpineAtlasRegion()'. A blue arrow with an open triangular head points from the 'Spine.Unity.SpineAtlasRegion' class up to the 'PropertyAttribute' class, indicating that 'Spine.Unity.SpineAtlasRegion' inherits from 'PropertyAttribute'.

Spine.Unity.SpineAtlasRegion

+ atlasAssetField

+ SpineAtlasRegion()