Spine.Unity.Editor.Blend ModeMaterialsUtility

+ MATERIAL_SUFFIX_MULTIPLY
+ MATERIAL_SUFFIX_SCREEN
+ MATERIAL_SUFFIX_ADDITIVE
+ ShallUpgradeBlendModeMaterials

+ UpgradeBlendModeMaterials()
+ UpdateBlendModeMaterials()
+ UpdateBlendModeMaterials()
# ClearUndesiredMaterialEntries()
# FindBlendModeMaterialsModifier Asset()
# UpdateBlendmodeMaterials RequiredState()
# TransferSettingsFromModifier Asset()
# RemoveObsoleteModifierAsset()
# AssignPreferencesTemplate Materials()
# CreateAndAssignMaterials()
# CreateForRegion()
# GetBlendModeMaterialPath()
# CreateOrLoadReplacementMaterial()
# ReloadSceneSkeletons()