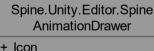
## SpineTreeltemDrawerBase < SpineAnimation > + NoneString + ErrorPopupStyle + TargetAttribute + SerializedProperty + Icon ~ NoneStringConstant # skeletonDataAsset + OnGUI() + GetTargetSkeletonComponent() + GetPropertyHeight() # IsValueValid() # IsValueValid() # Selector()



+ icon

# PopulateMenu()
# HandleSelect()

- + GetAnimationMenuItems()
- # IsValueValid()
- # PopulateMenu()