

Spine.Unity.Editor.Skeleton MecanimRootMotionInspector

- # mecanimLayerFlags
- # mecanimLayersLabel
- + OnInspectorGUI()
- # OnEnable()
- # GetLayerNames()
- # MecanimLayerMaskProperty
 Field()

Spine.Unity.Editor.Skeleton RootMotionInspector

- # animationTrackFlags
- # animationTrackFlagsLabel
- + OnInspectorGUI()
- # OnEnable()
- # AnimationTracksPropertyField()
- # InitTrackNames()