Spine.Unity.BlendModeMaterials

+ applyAdditiveMaterial
+ additiveMaterials
+ multiplyMaterials
+ screenMaterials
+ MATERIAL_SUFFIX_MULTIPLY
+ MATERIAL_SUFFIX_SCREEN
+ MATERIAL_SUFFIX_ADDITIVE
+ RequiresBlendModeMaterials
# requiresBlendModeMaterials

+ BlendModeForMaterial()
+ UpdateBlendmodeMaterials
  RequiredState()
+ CreateForRegionDelegate()
+ ApplyMaterials()
+ CreateAndAssignMaterials()
+ CreateAndAssignMaterials()
# CloneAtlasRegionWithMaterial()
# CreateForRegion()
# CreateReplacementMaterial()

MonoBehaviour

+blendModeTemplateMaterials
+graphicBlendModeMaterials

Spine.Unity.Examples.Runtime LoadFromExportsExample

+ skeletonJson
+ atlasText
+ textures
+ materialPropertySource
+ delay
+ skinName
+ animationName
+ blendModeMaterials
+ applyAdditiveMaterial
+ skeletonGraphicMaterial