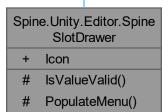
SpineTreeltemDrawerBase < SpineSlot > + NoneString + ErrorPopupStyle + TargetAttribute + SerializedProperty + Icon ~ NoneStringConstant # skeletonDataAsset + OnGUI() + GetTargetSkeletonComponent() + GetPropertyHeight() # IsValueValid() # IsValueValid() # Selector() # PopulateMenu()



HandleSelect()