

OnEnable() # DrawInspectorGUI() # ApplyModifiedMeshParameters()

SkeletonRootMotionParameter()

Spine.Unity.Editor.Skeleton MecanimInspector + mecanimSettingsFoldout

autoReset # useCustomMixMode

layerMixModes

OnEnable() # DrawInspectorGUI()

layerBlendModes

AddRootMotionComponentIf Enabled()

DrawLayerSettings() # GetLayerNames()