SpineTreeItemDrawerBase
< SpineTransformConstraint >

+ NoneString
+ ErrorPopupStyle
+ TargetAttribute
+ SerializedProperty
+ Icon
~ NoneStringConstant
# skeletonDataAsset

+ OnGUI()
+ GetTargetSkeletonComponent()
+ GetPropertyHeight()
# IsValueValid()
# IsValueValid()
# Selector()
# PopulateMenu()
# HandleSelect()

Spine.Unity.Editor.Spine TransformConstraintDrawer

+ Icon
# IsValueValid()
# PopulateMenu()