Spine.Unity.MeshGenerator. Settings

- + useClipping
- + zSpacing
- + tintBlack
- + canvasGroupCompatible
- pmaVertexColors
- addNormals
- + calculateTangents
- immutableTriangles
- + Default

Spine.ExposedList< Vector3 >

- + Items
- + Count
- + Capacity
- + ExposedList()
- + ExposedList()
- + ExposedList()
- + Add()
- + GrowlfNeeded()
- + Resize()
- + EnsureCapacity()
- + AddRange()
- + AddRange()
- + BinarySearch()
- 88888438888...
- ExposedList()

Spine.ExposedList< Vector2 >

- + Items
- + Count
- + Capacity
- + ExposedList()
- + ExposedList()
- + ExposedList()
- + Add()
- + GrowlfNeeded()
- + Resize()
- + EnsureCapacity()
- + AddRange()
- + AddRange()
- + BinarySearch()

88 88 88 43 88 88 ...

~ ExposedList()

Spine.ExposedList< Color32 >

- + Items
- + Count
- + Capacity
- + ExposedList()
- + ExposedList()
- + ExposedList()
- + Add()
- + GrowlfNeeded()
- + Resize()
- + EnsureCapacity()
- + AddRange()
- + AddRange()
- + BinarySearch()
- 9 9 9 9 9 43 9 9 9 ... ExposedList()

- Spine.ExposedList< Spine.ExposedList< int > >
- + Items
- + Count
- + Capacity
- + ExposedList()
- + ExposedList()
- + ExposedList()
- + Add()
- + GrowlfNeeded()
- + Resize()
- + EnsureCapacity()
- + AddRange()
- + AddRange()
- + BinarySearch()
- 88888438888...
- ExposedList()

settings

#vertexBuffer

#uvBuffer

#colorBuffer

#submeshes

Spine.Unity.MeshGenerator

- + UV2
- + UV3
- + VertexCount
- + Buffers
- + SkeletonClipping
- + SubmeshIndexCount()
- + MeshGenerator()
- + Begin()
- + AddSubmesh()
- + BuildMesh()
- + BuildMeshWithArrays()
- + ScaleVertexData()
- + GetMeshBounds()
- + FillVertexData() + FillLateVertexData()
- + FillTriangles()
- + EnsureVertexCapacity()
- + TrimExcess()
- + GenerateSingleSubmeshInstruction()
- + RequiresMultipleSubmeshes ByDrawOrder()
- + GenerateSkeletonRenderer Instruction()
- + TryReplaceMaterials()
- + FillMeshLocal()
- + FillMeshLocal()
- ~ SolveTangents2DEnsureSize()
- ~ SolveTangents2DTriangles()
- SolveTangents2DBuffer()

+meshGenerator

Spine.Unity.MeshGenerator **Buffers**

- vertexCount
- vertexBuffer
- uvBuffer
- colorBuffer uv2Buffer
- uv3Buffer