

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class SpineUnitySkeletonRendererCustomMaterials["Spine.Unity.SkeletonRendererCustomMaterials"]
    SpineUnitySkeletonRendererCustomMaterials --|> MonoBehaviour
```

The diagram shows a class hierarchy. At the top is a box for 'MonoBehaviour' with two empty compartments below the name. Below it is a box for 'Spine.Unity.SkeletonRendererCustomMaterials' with three compartments: the top for the name, the middle for fields (starting with '+'), and the bottom for methods (starting with '#'). A blue arrow points from the top of the lower box to the bottom of the upper box, indicating inheritance.

Spine.Unity.SkeletonRenderer
CustomMaterials

+ skeletonRenderer

customSlotMaterials

customMaterialOverrides