SpineTreeltemDrawerBase < SpineSkin >

- + NoneString
- + ErrorPopupStyle
- + TargetAttribute
- + SerializedProperty
- + Icon
- ~ NoneStringConstant
- # skeletonDataAsset
- + OnGUI()
- + GetTargetSkeletonComponent()
- + GetPropertyHeight()
 - # IsValueValid()
- # IsValueValid()
- # Selector()
- # PopulateMenu()
- # HandleSelect()

Spine.Unity.Editor.Spine SkinDrawer

- Icon
- + NoneString
- + GetSkinMenuItems()
- # IsValueValid()
- # PopulateMenu()