

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class SpineUnityExamplesMixAndMatchSkinsButtonExample {
        +skeletonDataAsset
        +skinsSystem
        +itemSkin
        +itemType
    }
    SpineUnityExamplesMixAndMatchSkinsButtonExample --|> MonoBehaviour
```

The diagram illustrates a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. A blue arrow with an open triangular head points upwards from the 'Spine.Unity.Examples.MixAndMatchSkinsButtonExample' class to the 'MonoBehaviour' class, indicating that the former inherits from the latter. The 'Spine.Unity.Examples.MixAndMatchSkinsButtonExample' class is shown as a rectangle with a dark grey header and a light grey body. The header contains the class name. The body contains a list of four public fields, each preceded by a '+' sign. The bottom of the rectangle is a solid dark grey bar.

Spine.Unity.Examples.Mix
AndMatchSkinsButtonExample

- + skeletonDataAsset
- + skinsSystem
- + itemSkin
- + itemType