

PropertyDrawer



Spine.Unity.Editor.Spine
TreeItemDrawerBase< T >

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

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