

PropertyDrawer

```
classDiagram
    class PropertyDrawer
    class SpineAtlasRegionDrawer["Spine.Unity.Editor.SpineAtlasRegionDrawer"] {
        +TargetAttribute
        +OnGUI()
    }
    SpineAtlasRegionDrawer --|> PropertyDrawer
```

The diagram illustrates a class hierarchy. At the top is the 'PropertyDrawer' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. At the bottom is the 'Spine.Unity.Editor.SpineAtlasRegionDrawer' class, represented by a shaded rectangle with three horizontal compartments. The top compartment contains the class name. The middle compartment contains a public attribute '+ TargetAttribute'. The bottom compartment contains a public method '+ OnGUI()'. A blue arrow with an open triangular head points from the top of the 'Spine.Unity.Editor.SpineAtlasRegionDrawer' class to the bottom of the 'PropertyDrawer' class, indicating inheritance.

Spine.Unity.Editor.Spine
AtlasRegionDrawer

+ TargetAttribute

+ OnGUI()