

PropertyAttribute

```
classDiagram
    class PropertyAttribute
    class SpineAttributeBase["Spine.Unity.SpineAttributeBase"] {
        +dataField
        +startsWith
        +includeNone
        +fallbackToTextField
    }
    SpineAttributeBase <|-- PropertyAttribute
```

The diagram illustrates a class hierarchy. At the top is the 'PropertyAttribute' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name, while the two bottom compartments are empty. Below it is the 'Spine.Unity.SpineAttributeBase' class, represented by a shaded rectangle with a header section and a body section. The header section contains the class name, and the body section contains a list of four public attributes, each preceded by a '+' sign. A blue arrow with an open triangular head points from the top of the 'Spine.Unity.SpineAttributeBase' class to the bottom of the 'PropertyAttribute' class, indicating that 'PropertyAttribute' inherits from 'Spine.Unity.SpineAttributeBase'.

Spine.Unity.SpineAttributeBase

- + dataField
- + startsWith
- + includeNone
- + fallbackToTextField