+ ExposedList() + ExposedList() + ExposedList() ExposedList() ExposedList() ExposedList() + Add() Add() GrowlfNeeded() GrowlfNeeded() Resize() Resize() EnsureCapacity() - EnsureCapacity() + AddRange() AddRange() + AddRange() AddRange() BinarySearch() BinarySearch() 00000004300000... ExposedList() ExposedList() constraints Spine.ExposedList< Spine.ExposedList< Spine.ExposedList< Spine.ExposedList< Spine.ExposedList< Spine.ExposedList< Spine.ExposedList< Spine.ExposedList< Spine.TransformConstraint Spine.Skin Spine.Skin > Spine.PathConstraintData > Spine.Animation > Spine.lkConstraintData > Spine.PhysicsConstraintData > Spine.EventData > Spine.SlotData > Data > + Name + Items + Items + Items - Items + Items + Items ⊦ Items + Items + Attachments + Count ⊦ Count - Count - Count + Count + Count + Count + Count + Bones - Capacity + Capacity - Capacity - Capacity Capacity + Capacity Capacity + Capacity - Constraints ExposedList() + ExposedList() ~ name ExposedList() ExposedList() + Skin() + ExposedList() ExposedList() + ExposedList() + ExposedList() + ExposedList() + ExposedList() + ExposedList() ScriptableObject + ExposedList() + SetAttachment() + Add() ~bones + Add() + AddSkin() GrowlfNeeded() GrowlfNeeded() GrowlfNeeded() + GrowlfNeeded() - GrowlfNeeded() + GrowlfNeeded() + GrowlfNeeded() + GrowlfNeeded() + CopySkin() Resize() + Resize() + Resize() + Resize() + Resize() Resize() + Resize() + Resize() + GetAttachment() + EnsureCapacity() EnsureCapacity() + EnsureCapacity() + EnsureCapacity() + EnsureCapacity() + EnsureCapacity() EnsureCapacity() + EnsureCapacity() + RemoveAttachment() + AddRange() + AddRange() · AddRange() - AddRange() + AddRange() + AddRange() + AddRange() + AddRange() + GetAttachments() + AddRange() · AddRange() + Clear() BinarySearch() - BinarySearch() + BinarySearch() BinarySearch() + BinarySearch() + BinarySearch() BinarySearch() + BinarySearch() ToString() 88888438888. 88 88 88 43 88 88 ... 88 88 88 **43** 88 88 ... 88888438888... 88 88 88 43 88 88.. 88888438888. 88888438888... AttachAll() ExposedList() ~ ExposedList() ExposedList() ExposedList() ~ ExposedList() ExposedList() ExposedList() ExposedList() ~defaultSki ~ikConstraints \ ~transformConstraints ~physicsConstraints ~slots Spine.SkeletonData - Name + Bones - Slots Skins + DefaultSkin + Events Spine.Unity.BlendModeMaterials + Animations - applyAdditiveMaterial IkConstraints Spine.ExposedList< Spine.ExposedList< Spine.ExposedList< Spine.ExposedList< Spine.ExposedList< Spine.ExposedList< Spine.ExposedList< - additiveMaterials Spine.lkConstraint > Spine.Bone > Spine.PhysicsConstraint > Spine. Transform Constraint > Spine.PathConstraint > Spine.IUpdatable > Spine.Slot > TransformConstraints Spine.Unity.AtlasAssetBase ⊦ multiplyMaterials + Items + Items Items + Items + Items ⊦ Items + Items + PathConstraints + PrimaryMaterial · screenMaterials Count + Count + Count - Count + Count + Count - Count + Materials + MATERIAL\_SUFFIX\_MULTIPLY - Capacity + Capacity - Capacity Capacity + Capacity - Capacity + Capacity name + MATERIAL\_SUFFIX\_SCREEN - ExposedList() + ExposedList() + ExposedList() + ExposedList() + ExposedList() + ExposedList() ExposedList() + MATERIAL SUFFIX ADDITIVE + IsLoaded + ExposedList() - ExposedList() + ExposedList() + ExposedList() + ExposedList() + ExposedList() + ExposedList() |~ y TextureLoadingMode RequiresBlendModeMaterials - ExposedList() + ExposedList() + ExposedList() + ExposedList() + ExposedList() + ExposedList() + ExposedList() ~ width **ISpineComponent** + OnDemandTextureLoader # requiresBlendModeMaterials - Add() + Add() + Add() + Add() + Add() + Add() + Add() ~ height ~skin # textureLoadingMode BlendModeForMaterial() GrowlfNeeded() + GrowlfNeeded() + GrowlfNeeded() + GrowlfNeeded() + GrowlfNeeded() GrowlfNeeded() GrowlfNeeded() ~ referenceScale ⊦ Clear() - UpdateBlendmodeMaterials + Resize() · Resize() Resize() + Resize() + Resize() + Resize() + Resize() version RequiredState() GetAtlas() + EnsureCapacity() - EnsureCapacity() + EnsureCapacity() + EnsureCapacity() + EnsureCapacity() + EnsureCapacity() EnsureCapacity() ~ hash CreateForRegionDelegate() + BeginCustomTextureLoading() - AddRange() + AddRange() + AddRange() + AddRange() + AddRange() + AddRange() + AddRange() ~ fps ApplyMaterials() + EndCustomTextureLoading() ⊦ AddRange() + AddRange() + AddRange() + AddRange() + AddRange() + AddRange() + AddRange() ~ imagesPath CreateAndAssignMaterials() RequireTexturesLoaded() BinarySearch() BinarySearch() + BinarySearch() ► BinarySearch() BinarySearch() · BinarySearch() BinarySearch() ~ audioPath + CreateAndAssignMaterials() + RequireTextureLoaded() 88888438888... 88888438888... 88888438888.. 88888438888... 88888438888... 88888438888... 88 88 43 88 88... + FindBone() # CloneAtlasRegionWithMaterial() ExposedList() ExposedList() ~ ExposedList() ExposedList() ExposedList() ~ ExposedList() ExposedList() + FindSlot() # CreateForRegion() + FindSkin() # CreateReplacementMaterial() + FindEvent() + FindAnimation() + FindlkConstraint() + FindTransformConstraint() + FindPathConstraint() + FindPhysicsConstraint() + ToString() drawOrder +blendModeMaterials ~ikConstraints +atlasAssets #onDemandTextureLoader +atlasAsset ~transformConstraints ~pathConstraints ~physicsConstraints ~updateCache ~slots Spine.Skeleton + Data + Bones + UpdateCacheList + Slots Spine.Unity.SkeletonData + DrawOrder + scale - IkConstraints Spine.Unity.OnDemandTexture + skeletonJSON + PathConstraints Loader + isUpgradingBlendModeMaterials + PhysicsConstraints + skeletonDataModifiers + TransformConstraints - GetPlaceholderTextureName() + fromAnimation + Skin + AssignPlaceholderTextures() + toAnimation 88888 **12**88 88.. HasPlaceholderTexturesAssigned() + duration HasNullMainTexturesAssigned() - defaultMix + AssignTargetTextures() **ISkeletonComponent** IAnimationStateComponent **ISkeletonAnimation** + controller MonoBehaviour MaskableGraphic IHasSkeletonDataAsset Spine BeginCustomTextureLoading() + SkeletonDataAsset + AnimationState + Skeleton · IsLoaded + SkeletonDataAsset + EndCustomTextureLoading() - Skeleton + UnscaledTime + UpdateTiming SetupRuntimeBlendModeMaterials() HasPlaceholderAssigned() + Clear() - RequestLoadMaterialTextures() GetAnimationStateData() scaleX + RequestLoadTexture() + GetSkeletonData() time + Clear() + FillStateData() + Skeleton() + TextureLoadDelegate() + CreateRuntimeInstance() - Skeleton() # OnTextureRequested() + CreateRuntimeInstance() + UpdateCache() # OnTextureLoaded() InitializeWithData() + UpdateWorldTransform() # OnTextureUnloaded() GetAtlasArray() + UpdateWorldTransform() ReadSkeletonData() + PhysicsTranslate() ReadSkeletonData() + PhysicsRotate() - Update() - SetToSetupPose() - SetBonesToSetupPose() 88 88 88 **14**88 88.. meshGenerator +skeletonDataAsset +skeletonDataAsset +skeleton #skeleton Spine.Unity.SkeletonGraphic - additiveMaterial + multiplyMaterial + screenMaterial + initialSkinName + initialFlipX + initialFlipY + startingAnimation Spine.Unity.SkeletonRenderer + startingLoop initialSkinName + timeScale - initialFlipX + freeze - initialFlipY - updateWhenInvisible + SeparatorPartGameObjectName - separatorSlots + SkeletonDataAsset - zSpacing + color - useClipping + MeshScale - immutableTriangles + UpdateMode - pmaVertexColors + SeparatorParts - clearStateOnDisable + CustomTextureOverride 88 88 88 688 88.. + CustomMaterialOverride UpdateMode + OverrideTexture - CustomMaterialOverride + mainTexture - CustomSlotMaterials + Skeleton - SkeletonClipping - Skeleton # m\_SkeletonColor - PhysicsPositionInheritance # meshScale Factor # referenceSize PhysicsRotationInheritance # referenceScale # updateMode - PhysicsMovementRelativeTo # submeshGraphics - SkeletonDataAsset # usedRenderersCount # updateMode # separatorSlotNames # separatorSlotNames # separatorParts # physicsPositionInheritance # physicsPositionInheritance Factor Factor # physicsRotationInheritance 8888868688... # EditReferenceRect # physicsMovementRelativeTo + MeshAssignmentDelegateSingle() # lastPosition + MeshAssignmentDelegateMultiple() # lastRotation + Rebuild() InstructionDelegate() + Update() - ResetLastPosition() + Update() - ResetLastRotation() + ApplyTransformMovementTo ResetLastPositionAndRotation() Physics() - SkeletonRendererDelegate() + ApplyAnimation() - SetMeshSettings() + AfterAnimationApplied() - Awake() + LateUpdate() - ClearState() + OnBecameVisible() ⊦ EnsureMeshGeneratorCapacity() | 888881688... ⊦ Initialize() + NewSkeletonGraphicGameObject() + AddSkeletonGraphicComponent() - NewSpineGameObject + SetRectTransformSize() < T >() + SetRectTransformSize() - AddSpineComponent< T >() # Awake() # GetPhysicsTransformPosition() # OnDestroy() # GetPhysicsTransformRotation() # OnDisable() # UpdateWorldTransform() # FixedUpdate() # SyncSubmeshGraphicsWithCanvas Renderers() # UpdateAnimationStatus() # GetPhysicsTransformPosition() # GetPhysicsTransformRotation() # UpdateWorldTransform() # OnCullStateChanged() 888881688... +skeletonRenderer skeletonGraphic

> Spine.Unity.ActivateBased OnFlipDirection + activeOnNormalX + activeOnFlippedX

Spine.ExposedList<

+ Items

- Count

- Capacity

Spine.ConstraintData >

Spine.ExposedList<
Spine.BoneData >

+ Items + Count

- Capacity