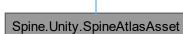
ScriptableObject

AtlasAssetBase

- + PrimaryMaterial
- + Materials
- + MaterialCount + IsLoaded
- + TextureLoadingMode
- + OnDemandTextureLoader
- # textureLoadingMode
- # onDemandTextureLoader
- + Clear()
- + GetAtlas()
- + BeginCustomTextureLoading()
- + EndCustomTextureLoading()
- + RequireTexturesLoaded()
- + RequireTextureLoaded()



- + atlasFile+ materials
- + customTextureLoader
- + IsLoaded
- + Materials
- + MaterialCount
- + PrimaryMaterial
- # atlas
- + Clear()
- + GetAtlas()
- + GenerateMesh()
- + CreateRuntimeInstance()+ CreateRuntimeInstance()
- + CreateRuntimeInstance()