

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class SpineUnityFollowSkeletonUtilityRootRotation["Spine.Unity.FollowSkeletonUtilityRootRotation"]
    SpineUnityFollowSkeletonUtilityRootRotation --|> MonoBehaviour
```

The diagram shows a class hierarchy. At the top is a class box for 'MonoBehaviour' with two empty compartments. Below it is a class box for 'Spine.Unity.FollowSkeletonUtilityRootRotation' with three compartments. The first compartment contains the class name. The second compartment contains a public field '+ reference'. A blue arrow with an open triangle head points from the top of the lower class box to the bottom of the upper class box, indicating inheritance.

Spine.Unity.FollowSkeleton
UtilityRootRotation

+

reference