

PropertyAttribute

```
classDiagram
    class PropertyAttribute
    class SpineUnityExamplesSkeletonRagdollLayerFieldAttribute["Spine.Unity.Examples.SkeletonRagdoll.LayerFieldAttribute"]
    SpineUnityExamplesSkeletonRagdollLayerFieldAttribute --|> PropertyAttribute
```

The diagram illustrates an inheritance relationship. At the top is a white box representing the 'PropertyAttribute' class, divided into three horizontal sections. The top section contains the class name. Below it is a blue arrow pointing upwards, indicating inheritance. At the bottom is a gray box representing the 'Spine.Unity.Examples.SkeletonRagdoll.LayerFieldAttribute' class, also divided into three horizontal sections. The top section contains the full class name, while the bottom two sections are empty.

Spine.Unity.Examples.Skeleton
Ragdoll.LayerFieldAttribute