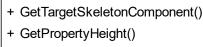
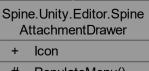
SpineTreeItemDrawerBase < SpineAttachment > + NoneString + ErrorPopupStyle + TargetAttribute + SerializedProperty + Icon ~ NoneStringConstant # skeletonDataAsset + OnGUI()



- # IsValueValid()
- # IsValueValid()
- # Selector()
- # PopulateMenu()
- # HandleSelect()



PopulateMenu()