

Spine.Unity.Editor.Skeleton  
AnimationInspector.DrawInspectorGUI

Spine.Unity.Editor.Skeleton  
GraphicInspector.OnInspectorGUI

Spine.Unity.Editor.Skeleton  
RendererInspector.SkeletonRootMotion  
Parameter

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graph LR; A[Spine.Unity.Editor.Skeleton AnimationInspector.DrawInspectorGUI] --> C[Spine.Unity.Editor.Skeleton RendererInspector.SkeletonRootMotion Parameter]; B[Spine.Unity.Editor.Skeleton GraphicInspector.OnInspectorGUI] --> C; C --> C;
```