

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class SpineUnityExamplesDummyMecanimControllerExample["Spine.Unity.Examples.DummyMecanimControllerExample"]
    SpineUnityExamplesDummyMecanimControllerExample --|> MonoBehaviour
```

Spine.Unity.Examples.Dummy
MecanimControllerExample

- + logicAnimator
- + animationHandle
- + walkButton
- + jumpButton
- + horizontalSpeedProperty
- + verticalSpeedProperty
- + groundedProperty
- + jumpDuration
- + speed
- + isGrounded