## ScriptableObject Spine.Unity.AtlasAssetBase + PrimaryMaterial + Materials + MaterialCount + IsLoaded + TextureLoadingMode + OnDemandTextureLoader # textureLoadingMode + Clear() + GetAtlas() + BeginCustomTextureLoading() + EndCustomTextureLoading() + RequireTexturesLoaded() + RequireTextureLoaded() +atlasAssets +atlasAsset #onDemandTextureLoader Spine.Unity.OnDemandTexture Loader + GetPlaceholderTextureName() + AssignPlaceholderTextures() + HasPlaceholderTexturesAssigned() + HasNullMainTexturesAssigned() + AssignTargetTextures() + BeginCustomTextureLoading() + EndCustomTextureLoading() + HasPlaceholderAssigned() + RequestLoadMaterialTextures() + RequestLoadTexture() + Clear() + TextureLoadDelegate() # OnTextureRequested() # OnTextureLoaded()

# OnTextureUnloaded()

## MonoBehaviour

- + defaultMix + controller

+ duration

+ scale

+ skeletonJSON

+ fromAnimation

+ toAnimation

+ skeletonDataModifiers

- + IsLoaded
- + SetupRuntimeBlendModeMaterials()

Spine.Unity.BlendModeMaterials

+ MATERIAL\_SUFFIX\_MULTIPLY

+ MATERIAL\_SUFFIX\_SCREEN

+ MATERIAL\_SUFFIX\_ADDITIVE

+ RequiresBlendModeMaterials

# requiresBlendModeMaterials

+ UpdateBlendmodeMaterials

+ CreateForRegionDelegate()

+ CreateAndAssignMaterials()

+ CreateAndAssignMaterials()

# CreateReplacementMaterial()

Spine.Unity.SkeletonData Asset

+ isUpgradingBlendModeMaterials

+blendModeMaterials

# CloneAtlasRegionWithMaterial()

+ BlendModeForMaterial()

RequiredState()

+ ApplyMaterials()

# CreateForRegion()

+ applyAdditiveMaterial + additiveMaterials

+ multiplyMaterials

+ screenMaterials

- + Clear()
- + GetAnimationStateData()
- + GetSkeletonData()
- + FillStateData()
- + CreateRuntimeInstance()
- + CreateRuntimeInstance()
- ~ InitializeWithData()
- ~ GetAtlasArray()
- ~ ReadSkeletonData()
- ~ ReadSkeletonData()

+skeletonDataAsset

## Spine.Unity.Examples.Spawn SkeletonGraphicExample

- startingAnimation
- startingSkin
- skeletonGraphicMaterial