

UnityEditor::Editor

```
classDiagram
    class UnityEditorEditor["UnityEditor::Editor"]
    class SpineUnityEditorSkeletonGraphicCustomMaterialsInspector["Spine.Unity.Editor.SkeletonGraphicCustomMaterialsInspector"]
    SpineUnityEditorSkeletonGraphicCustomMaterialsInspector --|> UnityEditorEditor
```

The diagram illustrates a class hierarchy. At the top is the base class, `UnityEditor::Editor`, represented by a white box with a black border. It contains two empty rectangular compartments. Below it is the derived class, `Spine.Unity.Editor.SkeletonGraphicCustomMaterialsInspector`, represented by a grey box. This class has three compartments: the top one contains the class name, the middle one is empty, and the bottom one contains a public method `+ OnInspectorGUI()`. A blue arrow with an open triangular head points from the bottom of the derived class box to the bottom of the base class box, indicating inheritance.

Spine.Unity.Editor.Skeleton  
GraphicCustomMaterialsInspector

+ OnInspectorGUI()