# ScriptableObject

### Spine.Unity.OnDemandTexture Loader

- + GetPlaceholderTextureName()
- + AssignPlaceholderTextures()
- + HasPlaceholderTexturesAssigned()
- + HasNullMainTexturesAssigned()
- + AssignTargetTextures()
- + BeginCustomTextureLoading()
- + EndCustomTextureLoading()
- + HasPlaceholderAssigned()
- + RequestLoadMaterialTextures()
- + RequestLoadTexture()
- + Clear()
- + TextureLoadDelegate()
- # OnTextureRequested()
- # OnTextureLoaded()
- # OnTextureUnloaded()

#onDemandTextureLoader #onDemandTextureLoader

#### +atlasAsset

# Spine.Unity.AtlasAssetBase

- + PrimaryMaterial
- + Materials
- + MaterialCount
- + IsLoaded
- + TextureLoadingMode
- + OnDemandTextureLoader
- # textureLoadingMode
- + Clear()
- + GetAtlas()
- + BeginCustomTextureLoading()
- + EndCustomTextureLoading()
- + RequireTexturesLoaded()
- + RequireTextureLoaded()

## Spine.Unity.AtlasAssetBase

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