

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class CombinedSkin["Spine.Unity.Examples.CombinedSkin"] {
        +skinsToCombine
    }
    CombinedSkin --|> MonoBehaviour
```

The diagram shows a class hierarchy. At the top is the 'MonoBehaviour' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. At the bottom is the 'Spine.Unity.Examples.CombinedSkin' class, represented by a shaded rectangle with three horizontal compartments. The top compartment contains the class name, the middle compartment contains a public field '+ skinsToCombine', and the bottom compartment is empty. A blue arrow with an open triangular head points from the top of the 'Spine.Unity.Examples.CombinedSkin' class to the bottom of the 'MonoBehaviour' class, indicating inheritance.

Spine.Unity.Examples.CombinedSkin

+ skinsToCombine