

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class SpineUnityExamplesSetRigidbodySolverIterations["Spine.Unity.Examples.SetRigidbodySolverIterations"]
    SpineUnityExamplesSetRigidbodySolverIterations --|> MonoBehaviour
```

The diagram shows a class hierarchy. At the top is a box for 'MonoBehaviour' with two empty slots below the name. Below it is a box for 'Spine.Unity.Examples.SetRigidbodySolverIterations' with a '+' sign and 'solverIterations' in a slot below the name. A blue arrow points from the bottom of the lower box to the bottom of the upper box, indicating inheritance.

Spine.Unity.Examples.Set
RigidbodySolverIterations

+ solverIterations