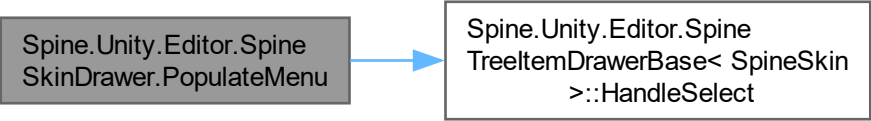


```
Spine.Unity.Editor.Spine  
SkinDrawer.PopulateMenu
```



```
graph LR; A[Spine.Unity.Editor.SpineSkinDrawer.PopulateMenu] --> B[Spine.Unity.Editor.SpineTreeItemDrawerBase< SpineSkin >::HandleSelect];
```

```
Spine.Unity.Editor.Spine  
TreeItemDrawerBase< SpineSkin  
>::HandleSelect
```