

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class SpineUnityExamplesSkeletonAnimationHandleExample["Spine.Unity.Examples.SkeletonAnimationHandleExample"]
    SpineUnityExamplesSkeletonAnimationHandleExample --|> MonoBehaviour
```

Spine.Unity.Examples.Skeleton  
AnimationHandleExample

- + skeletonAnimation
- + statesAndAnimations
- + transitions
- + TargetAnimation

- + SetFlip()
- + PlayAnimationForState()
- + PlayAnimationForState()
- + GetAnimationForState()
- + GetAnimationForState()
- + PlayNewAnimation()
- + PlayOneShot()