

SpineSpriteShaderGUI.OnGUI



```
graph LR; A[SpineSpriteShaderGUI.OnGUI] --> B[SpineSpriteShaderGUI.Find Properties]
```

A diagram showing a call from the `SpineSpriteShaderGUI.OnGUI` method to the `SpineSpriteShaderGUI.Find Properties` method. The first box is white with a black border, and the second box is gray with a black border. A blue arrow points from the first box to the second box.

SpineSpriteShaderGUI.Find
Properties