

+ initialFlipX + initialFlipY

+ startingLoop

+ timeScale

+ color

+ MeshScale

+ UpdateMode

+ mainTexture

+ Skeleton

meshScale

referenceSize

updateMode

skeleton

+ Rebuild()

+ Update()

+ Update()

Physics()

+ LateUpdate()

Awake()

OnDestroy()

OnDisable()

FixedUpdate()

Renderers()

+ loop + timeScale

Spine.Unity.SkeletonAnimation

+ state

- + AnimationState
- + UpdateTiming
- + UnscaledTime
- + AnimationName
- # updateTiming
- # unscaledTime
- + ClearState() + Initialize()
- + Update()
- + ApplyAnimation()
- + AfterAnimationApplied()
- + LateUpdate()
- + OnBecameVisible()
- + AddToGameObject()
- + NewSkeletonAnimationGame Object()
- # Update()
- # FixedUpdate()

UpdateAnimationStatus()

Translator **UpdateTiming**

Spine.Unity.SkeletonMecanim

- translator
- updateTiming
- Initialize()
- Update()
- FixedUpdate()
- Update()
- ApplyAnimation()
 - AfterAnimationApplied() LateUpdate()

OnBecameVisible()

UpdateAnimation()