

Spine.Unity.Editor.Skeleton GraphicInspector

+ ReloadButtonWidth
+ ReloadButtonStyle

+ TargetIsValid

+ DefaultSkeletonGraphicMaterial

+ DefaultSkeletonGraphicAdditive Material

Material
+ DefaultSkeletonGraphicScreen
Material

+ DefaultSkeletonGraphicMultiply

SkeletonDataAssetLabel

UpdateTimingLabel

isInspectingPrefab
slotsReapplyRequired

forceReloadQueued
+ OnInspectorGUI()

+ SetSeparatorSlotNames()
+ GetSeparatorSlotNames()

+ SeparatorsField()
+ SkeletonGraphicCreateMenu

+ SpawnSkeletonGraphicFrom Drop()

+ InstantiateSkeletonGraphic()

SkeletonHasMultipleSubmeshes()

+ InstantiateSkeletonGraphic()
DrawMoshSottings()

DrawMeshSettings()

Item()

OnSceneGUI()

MaterialWithName()