

StateMachineBehaviour

```
classDiagram
    class StateMachineBehaviour {
    }
    class SpineUnityExamplesMecanimToAnimationHandleExample {
        +OnStateEnter()
    }
    StateMachineBehaviour <|-- SpineUnityExamplesMecanimToAnimationHandleExample
```

The diagram illustrates a class hierarchy. At the top is the 'StateMachineBehaviour' class, represented by a white box with a black border. Below it is the 'Spine.Unity.Examples.MecanimToAnimationHandleExample' class, represented by a grey box with a black border. A blue arrow points from the bottom of the grey box to the bottom of the white box, indicating that the grey class inherits from the white class. The grey box contains the text 'Spine.Unity.Examples.MecanimToAnimationHandleExample' in its top section and '+ OnStateEnter()' in its bottom section. The white box contains the text 'StateMachineBehaviour' in its top section and is empty in its bottom two sections.

Spine.Unity.Examples.Mecanim
ToAnimationHandleExample

+ OnStateEnter()