

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class SpineUnityActivateBasedOnFlipDirection["Spine.Unity.ActivateBasedOnFlipDirection"]
    SpineUnityActivateBasedOnFlipDirection --|> MonoBehaviour
```

The diagram illustrates a class hierarchy. At the top is a box for the 'MonoBehaviour' class, divided into three horizontal sections. Below it is a box for the 'Spine.Unity.ActivateBasedOnFlipDirection' class, divided into four horizontal sections. A blue arrow with an open triangle head points from the top of the lower box to the bottom of the upper box, indicating inheritance.

Spine.Unity.ActivateBased
OnFlipDirection

- + skeletonRenderer
- + skeletonGraphic
- + activeOnNormalX
- + activeOnFlippedX