

ScriptableObject



```
classDiagram
    class ScriptableObject
    class Anima2D_SpriteMeshData["Anima2D.SpriteMeshData"]
    Anima2D_SpriteMeshData --|> ScriptableObject
```

The diagram illustrates a class hierarchy. At the top is a white box labeled 'ScriptableObject'. Below it is a gray box labeled 'Anima2D.SpriteMeshData'. A blue arrow points from the gray box up to the white box, indicating that 'Anima2D.SpriteMeshData' inherits from 'ScriptableObject'.

Anima2D.SpriteMeshData