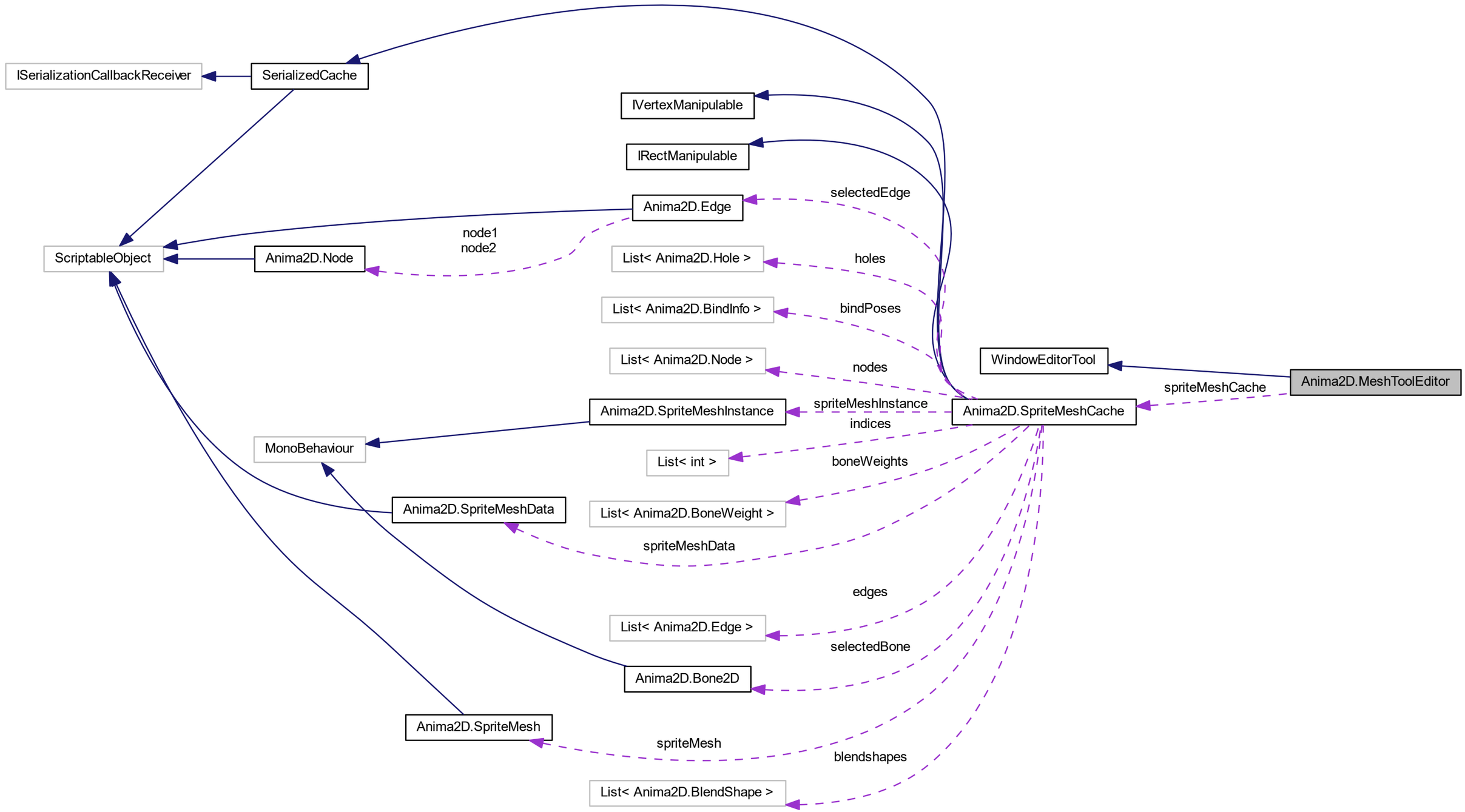
ISerializationCallbackReceiver
SerializedCache
IVertexManipulable
IRectManipulable
Anima2D.Edge
selectedEdge
ScriptableObject
Anima2D.Node
node1
node2
List< Anima2D.Hole >
holes
List< Anima2D.BindInfo >
bindPoses
List< Anima2D.Node >
nodes
WindowEditorTool
Anima2D.MeshToolEditor
spriteMeshCache
Anima2D.SpriteMeshInstance
spriteMeshInstance
Anima2D.SpriteMeshCache
indices
MonoBehaviour
List< int >
boneWeights
Anima2D.SpriteMeshData
List< Anima2D.BoneWeight >
spriteMeshData
edges
List< Anima2D.Edge >
selectedBone
Anima2D.Bone2D
Anima2D.SpriteMesh
spriteMesh
blendshapes
List< Anima2D.BlendShape >