IUpdatable + Active + Update() Spine.PathConstraint + Position + Spacing + MixRotate + MixX + MixY + Bones + Target + Active + Data ~ data ~ bones ~ target ~ position ~ spacing ~ mixRotate mixX ~ mixY active ~ spaces ~ positions

worldcurveslengthssegments

+ PathConstraint()+ PathConstraint()+ SetToSetupPose()

+ Update()+ ToString()+ ArraysFill()