Spine.AttachmentLoader

+ NewRegionAttachment()
+ NewMeshAttachment()
+ NewBoundingBoxAttachment()
+ NewPathAttachment()
+ NewPointAttachment()
+ NewClippingAttachment()

#attachmentLoader

SkeletonLoader

+ Scale
# scale

+ SkeletonLoader()
+ SkeletonLoader()
+ ReadSkeletonData()

Spine.SkeletonJson

+ SkeletonJson()
+ SkeletonJson()
+ ReadSkeletonData()
+ ReadSkeletonData()
+ ReadSequence()