## AttachmentLoader

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



## Spine.Unity.RegionlessAttachment Loader

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