```
IUpdatable
+ Active
+ Update()
```

```
Spine.TransformConstraint
+ Bones
+ Target
+ MixRotate
+ MixX
+ MixY
+ MixScaleX
+ MixScaleY
+ MixShearY
+ Active
+ Data
~ data
~ bones
~ target
~ mixRotate
~ mixX
~ mixY
~ mixScaleX
~ mixScaleY
~ mixShearY
~ active
+ TransformConstraint()
+ TransformConstraint()
+ SetToSetupPose()
+ Update()
+ ToString()
```