

Spine.TextureRegion

- + width
- + height
- + u
- + v
- + u2
- + v2
- + OriginalWidth
- + OriginalHeight



Spine.AtlasRegion

- + page
- + name
- + x
- + y
- + offsetX
- + offsetY
- + originalWidth
- + originalHeight
- + degrees
- + rotate
- + index
- + names
- + values
- + packedWidth
- + packedHeight
- + OriginalWidth
- + OriginalHeight
- + Clone()