Attachment

+ Name

+ ToString()
+ Copy()
# Attachment()
# Attachment()

Spine.VertexAttachment

+ Id
+ Bones
+ Vertices
+ WorldVerticesLength
+ TimelineAttachment
~ id
~ bones
~ vertices
~ worldVerticesLength

+ VertexAttachment()
+ VertexAttachment()
+ ComputeWorldVertices()
+ ComputeWorldVertices()

~timelineAttachment

~timelineAttachment

VertexAttachment

+ Id
+ Bones
+ Vertices
+ WorldVerticesLength
+ TimelineAttachment
~ id
~ bones
~ vertices
~ worldVerticesLength

+ VertexAttachment()
+ VertexAttachment()
+ ComputeWorldVertices()
+ ComputeWorldVertices()

IHasTextureRegion

+ Path
+ Region
+ R
+ G
+ B
+ A
+ Sequence

+ UpdateRegion()

Spine.TextureRegion

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

~region

Spine.MeshAttachment

+ Region
+ HullLength
+ RegionUVs
+ UVs
+ Triangles
+ R
+ G
+ B
+ A
+ Path
+ Sequence
+ ParentMesh
+ Edges
+ Width
+ Height
~ path
~ regionUVs
~ uvs
~ triangles
~ r
~ g
~ b
~ a
~ hullLength

+ MeshAttachment()
+ UpdateRegion()
+ ComputeWorldVertices()
+ NewLinkedMesh()
+ Copy()
# MeshAttachment()