Spine.TextureRegion

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

~regions

Spine.Sequence

+ Start
+ Digits
+ SetupIndex
+ Regions
+ Id
~ id
~ start
~ digits
~ setupIndex
+ Sequence()
+ Sequence()
+ Apply()
+ GetPath()