ConstraintData

+ Name
+ Order
+ SkinRequired
~ name
~ order
~ skinRequired

+ ConstraintData()
+ ToString()

Spine.PathConstraintData

+ Bones
+ Target
+ PositionMode
+ SpacingMode
+ RotateMode
+ OffsetRotation
+ Position
+ Spacing
+ RotateMix
+ MixX
+ MixY
~ bones
~ target
~ positionMode
~ spacingMode
~ rotateMode
~ offsetRotation
~ position
~ spacing
~ mixRotate
~ mixX
~ mixY

+ PathConstraintData()