

Spine.Unity.SkeletonMecanim.
MecanimTranslator.ClipInfos

- + isInterruptionActive
- + isLastFrameOfInterruption
- + clipInfoCount
- + nextClipInfoCount
- + interruptingClipInfoCount
- + clipInfos
- + nextClipInfos
- + interruptingClipInfos
- + stateInfo
- + nextStateInfo
- + interruptingStateInfo
- + interruptingClipTimeAddition