ConstraintData

- + Name
- + Order
- + SkinRequired
- ~ name
- ~ order
- ~ skinRequired
- + ConstraintData()
- + ToString()

Spine.ExposedList<

- Spine.BoneData > + Items
- + Count
- + Capacity
- + ExposedList()
- + ExposedList()
- + ExposedList()
- + Add()
- + GrowlfNeeded()
- + Resize()
- + EnsureCapacity()
- + AddRange()
- + AddRange()
- + BinarySearch()
 - 88888438888...
- ExposedList()

Spine.BoneData

- + Index
- + Name
- + Parent
- + Length
- + X
- + Rotation
- + ScaleX
- + ScaleY
- + ShearX
- + ShearY
- + Inherit
- + SkinRequired

~parent

- ~ index
- ~ name
- ~ length
- ~ x
- ~ y
- ~ rotation
- ~ scaleX
- ~ scaleY
- ~ shearX
- ~ shearY
- ~ inherit
- ~ skinRequired
- + BoneData()
- + ToString()

~target

~bones

Spine.lkConstraintData

- Bones
- Target
- + Mix
- Softness
- BendDirection
- + Compress
- + Stretch
- + Uniform
- bendDirection
- ~ compress
- ~ stretch
- uniform
- mix
- ~ softness
- + IkConstraintData()