

Spine.Unity.Examples.Spineboy
Footplanter.Foot

- + worldPos
 - + displacementFromCenter
 - + distanceFromCenter
 - + lerp
 - + worldPosPrev
 - + worldPosNext
 - + IsStepInProgress
 - + IsPrettyMuchDoneStepping
-
- + UpdateDistance()
 - + StartNewStep()
 - + UpdateStepProgress()
 - + GetNewDisplacement()