AttachmentLoader

- + NewRegionAttachment()
- + NewMeshAttachment()
- + NewBoundingBoxAttachment()
- + NewPathAttachment()
- + NewPointAttachment()
- + NewClippingAttachment()



Spine.Unity.Editor.Asset Utility.AtlasRequirementLoader

- + AtlasRequirementLoader()
- + NewRegionAttachment()
- + NewMeshAttachment()
- + NewBoundingBoxAttachment()
- + NewPathAttachment()
- + NewPointAttachment()
- + NewClippingAttachment()