Spine.Unity.Examples.Spineboy Footplanter.FootMovement

- + xMoveCurve
- + raiseCurve

MonoBehaviour

- + maxRaise
- + minDistanceCompensate
- + maxDistanceCompensate

+backward +forward

Spine.Unity.Examples.Spineboy Footplanter

- + timeScale
- + nearBoneName
- + farBoneName
- + footSize
- + footRayRaise
- + comfyDistance
- + centerOfGravityXOffset
- + feetTooFarApartThreshold
- + offBalanceThreshold
- + minimumSpaceBetweenFeet
- + maxNewStepDisplacement
- + shuffleDistance
- + baseLerpSpeed
- + Balance

+planter

Spine.Unity.Examples.Spineboy BodyTilt

- + hip
- + head
- + hipTiltScale
- + headTiltScale
- + hipRotationMoveScale
- hipRotationTarget
- + hipRotationSmoothed
- + baseHeadRotation

Spine.Unity.Examples.Spineboy Footplanter.Foot

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

#farFoot #nearFoot