Spine.AttachmentLoader

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

#attachmentLoader

SkeletonLoader

- + Scale
- # scale
- + SkeletonLoader()
- + SkeletonLoader()
- + ReadSkeletonData()



Spine.SkeletonBinary

- + BONE ROTATE
- + BONE_TRANSLATE
- + BONE_TRANSLATEX + BONE TRANSLATEY
- + BONE SCALE
- + BONE SCALEX
- + BONE_SCALEY
- + BONE SHEAR
- + BONE SHEARX
- + BONE SHEARY
 - 88888238888...
- + SkeletonBinary()
- + SkeletonBinary()
- + ReadSkeletonData()
- + ReadSkeletonData()
- + GetVersionString()