```
ISpineComponent
```

```
MonoBehaviour
```

```
IHasSkeletonRenderer
+ SkeletonRenderer
```

```
IHasSkeletonComponent
+ SkeletonComponent
```

```
Spine.Unity.PointFollower
+ skeletonRenderer
+ slotName
+ pointAttachmentName
+ followRotation
+ followSkeletonFlip
+ followSkeletonZPosition
+ SkeletonRenderer
+ SkeletonComponent
+ IsValid
+ Initialize()
+ LateUpdate()
```