

Spine.Unity.SkeletonRoot MotionBase

- + transformPositionX
- + transformPositionY
- + transformRotation
- + rootMotionScaleX
- + rootMotionScaleY
- + rootMotionScaleRotation
- + rootMotionTranslateXPerY
- + rootMotionTranslateYPerX
- + rigidBody2D
- + applyRigidbody2DGravity
- + rigidBody
- + disableOnOverride
- + RootMotionBone
- + UsesRigidbody
- + PreviousRigidbodyRootMotion2D
- + PreviousRigidbodyRootMotion3D
- + AdditionalRigidbody2DMovement
- + SkeletonAnimationUsesFixed Update
- + AdditionalScale
- + TargetSkeletonComponent
- + TargetSkeletonAnimationComponent
- # rootMotionBoneName
- # skeletonComponent
- # rootMotionBone
- # rootMotionBoneIndex
- # transformConstraintIndices
- # transformConstraintLastPos
- # transformConstraintLastRotation
- # topLevelBones
- # initialOffset
- # accumulatedUntilFixedUpdate
- + RootMotionDelegate()
- + GetRemainingRootMotion()
- + GetRootMotionInfo()
- + SetRootMotionBone()+ AdjustRootMotionToDistance()
- + GetAnimationRootMotion()
- + GetAnimationRootMotion()
- + GetAnimationRootMotionRotation()+ GetAnimationRootMotionRotation()
- + GetAnimationRootMotionInfo()
- # Reset()
- # Start()
- # FixedUpdate()
- # PhysicsUpdate()
- # OnDisable()
- # FindRigidbodyComponent()
- # CalculateAnimationsMovement Delta()
- # CalculateAnimationsRotation Delta()

Spine.Unity.SkeletonMecanim RootMotion

- + mecanimLayerFlags
- + SkeletonMecanim
- # movementDelta
- # rotationDelta
- + GetRemainingRootMotion()
- + GetRootMotionInfo()
- # Reset()
- # Start()
- # CalculateAnimationsMovement Delta()
- # CalculateAnimationsRotation
 Delta()

Spine.Unity.SkeletonRoot Motion

- + animationTrackFlags
- + AdditionalScale
- + GetRemainingRootMotion()
- + GetRootMotionInfo()
- # Reset()
- # Start()
- # CalculateAnimationsMovement Delta()
- # CalculateAnimationsRotation Delta()