## + Name

- + ToString()
- + Copy()
- # Attachment()
- # Attachment()

## Spine.VertexAttachment

- + ld
- + Bones
- + Vertices
- + WorldVerticesLength
- + TimelineAttachment
- ~ id
- ~ bones
- ~ vertices
- ~ worldVerticesLength
- + VertexAttachment()
- + VertexAttachment()
- + ComputeWorldVertices()
- + ComputeWorldVertices()

~timelineAttachment

## VertexAttachment

- + Id
- + Bones
- + Vertices
- + WorldVerticesLength
- + TimelineAttachment
- ~ id
- ~ bones
- ~ vertices
- ~ worldVerticesLength
- + VertexAttachment()
- + VertexAttachment()
- + ComputeWorldVertices()
- + ComputeWorldVertices()

## Spine.BoundingBoxAttachment

- + BoundingBoxAttachment()
- + Copy()
- # BoundingBoxAttachment()

~timelineAttachment