Spine.AttachmentLoader

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

Spine.AtlasAttachmentLoader

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

Spine.Unity.Editor.Asset Utility.AtlasRequirementLoader

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

Spine.Unity.RegionlessAttachment Loader

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