IUpdatable

+ Active

+ Update()

Spine.PhysicsConstraint

+ bone
+ Bone
+ Inertia
+ Strength
+ Damping
+ MassInverse
+ Wind
+ Gravity
+ Mix
+ Active
+ Data
~ data
~ inertia
~ strength
~ damping
~ massInverse
~ wind
~ gravity
~ mix
~ active

+ PhysicsConstraint()
+ PhysicsConstraint()
+ Reset()
+ SetToSetupPose()
+ Translate()
+ Rotate()
+ Update()
+ getData()
+ ToString()