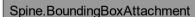
Attachment + Name + ToString() + Copy() # Attachment() # Attachment()

VertexAttachment

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



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