ConstraintData + Name + Order + SkinRequired ~ name ~ order ~ skinRequired + ConstraintData() + ToString() Spine.PhysicsConstraintData + Bone + Step + X + Rotate + ScaleX ShearX + Limit + Inertia + Strength 88888128888... bone Х ~ rotate ~ scaleX shearX limit step inertia strength 88888128888... + PhysicsConstraintData()