

## Spine.Unity.SkeletonUtilityBone

- + boneName
- + parentReference
- + mode
- + position
- + rotation
- + scale + zPosition

+ hierarchy

- . . . . .
- + overrideAlpha
- + bone
- · bonc
- + transformLerpComplete
- + valid
- + IncompatibleTransformMode
- + Reset()
- + DoUpdate()
- + AddBoundingBox()
- + BoneTransformModeIncompatible()