## Attachment + Name + ToString() + Copy() # Attachment() # Attachment() Spine.VertexAttachment + Id + Bones + Vertices + WorldVerticesLength + TimelineAttachment ~ id ~timelineAttachment ~ bones ~ vertices ~ worldVerticesLength + VertexAttachment() + VertexAttachment() + ComputeWorldVertices() + ComputeWorldVertices() ~timelineAttachment VertexAttachment

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

## Spine.PathAttachment

- + Lengths
- + Closed
- + ConstantSpeed
- ~ lengths
- ~ closed
- ~ constantSpeed + PathAttachment()
- + Copy()
- # PathAttachment()