

Spine.Unity.Examples.Skeleton UtilityEyeConstraint	
+	eyes
+	radius
+	target
+	targetPosition
+	speed
+	DoUpdate()
#	OnEnable()
#	OnDisable()

Spine.Unity.Examples.Skeleton UtilityGroundConstraint	
+	groundMask
+	use2D
+	useRadius
+	castRadius
+	castDistance
+	castOffset
+	groundOffset
+	adjustSpeed
+	DoUpdate()
#	OnEnable()