```
Spine.BoneData
+ Index
+ Name
+ Parent
+ Length
+ X
 Υ
+ Rotation
+ ScaleX
+ ScaleY
+ ShearX
+ ShearY
+ Inherit
+ SkinRequired
~ index
~ name
~ length
~ x
~ y
~ rotation
~ scaleX
~ scaleY
~ shearX
 shearY
 inherit
~ skinRequired
+ BoneData()
+ ToString()
        ~parent
Spine.BoneData
+ Index
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```

~parent