

Spine.ExposedList<Spine.Unity.SubmeshInstruction >	
+	Items
	Count
	Capacity
+	ExposedList()
	ExposedList()
	ExposedList()
	Add()
	GrowIfNeeded()
	Resize()
	EnsureCapacity()
	AddRange()
	AddRange()
	BinarySearch()
	00000000 430000 0000...
	~ ExposedList()

+submeshInstructions

Spine.Unity.SkeletonRenderer Instruction	
+	immutableTriangles
	Clear()
	Dispose()
	SetWithSubset()
	Set()
	GeometryNotEqual()