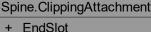## Attachment

+ Name

+ ToString()
+ Copy()
# Attachment()
# Attachment()

VertexAttachment

+ Id
+ Bones
+ Vertices
+ WorldVerticesLength
+ TimelineAttachment
~ id
~ timelineAttachment
~ bones
~ vertices
~ worldVerticesLength

+ VertexAttachment()
+ VertexAttachment()
+ ComputeWorldVertices()
+ ComputeWorldVertices()

Spine.ClippingAttachment

+ EndSlot
~ endSlot

+ ClippingAttachment()
+ Copy()
# ClippingAttachment()