

## Spine.Unity.SkeletonUtility

- + boneRoot
- + flipBy180DegreeRotation
- + skeletonRenderer + skeletonGraphic
- + skeletonAnimation
- + boneComponents + constraintComponents
- + SkeletonComponent
- + Skeleton
- + IsValid + PositionScale
- + SkeletonUtilityDelegate()
- + ResubscribeEvents()
- + RegisterBone()
- + UnregisterBone() + RegisterConstraint()
- + UnregisterConstraint() + CollectBones()
- + GetBoneRoot()
  - + SpawnRoot() + SpawnHierarchy()
  - + SpawnBoneRecursively()
  - + SpawnBone() + AddBoundingBoxGameObject()
- + AddBoundingBoxGameObject()
- + AddBoundingBoxAsComponent()
- + SetColliderPointsLocal()
- + GetBoundingBoxBounds() + AddBoneRigidbody2D()