

ConstraintData
+ Name
+ Order
+ SkinRequired
~ name
~ order
~ skinRequired
+ ConstraintData()
+ ToString()

Spine.ExposedList<Spine.BoneData>
+ Items
+ Count
+ Capacity
+ ExposedList()
+ ExposedList()
+ ExposedList()
+ Add()
+ GrowIfNeeded()
+ Resize()
+ EnsureCapacity()
+ AddRange()
+ AddRange()
+ BinarySearch()
000000 43000000...
~ ExposedList()

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

Spine.TransformConstraintData
+ Bones
+ Target
+ MixRotate
+ MixX
+ MixY
+ MixScaleX
+ MixScaleY
+ MixShearY
+ OffsetRotation
+ OffsetX
000000 600000...
~ mixRotate
~ mixX
~ mixY
~ mixScaleX
~ mixScaleY
~ mixShearY
~ offsetRotation
~ offsetX
~ offsetY
~ offsetScaleX
~ offsetScaleY
~ offsetShearY
~ relative
~ local
+ TransformConstraintData()

