| ConstraintData |
|------------------------------|
| + Name |
| + Order |
| + SkinRequired |
| ~ name |
| ~ order |
| ~ skinRequired |
| + ConstraintData() |
| + ToString() |
| <u></u> |
| |
| pine.TransformConstraintData |
| Bones |
| Target |
| MixRotate |
| MixX |
| MixY |
| MixScaleX |
| MixScaleY |
| MixShearY |
| OffsetRotation |
| OffsetX |
| 888888688688 |
| bones |
| target |
| mixRotate |
| mixX |
| mixY |
| mixScaleX |
| mixScaleY |
| mixShearY |
| offsetRotation |
| offsetX |
| 88888 688 88 |
| TransformConstraintData() |