Spine.AttachmentLoader

- + NewRegionAttachment()
- + NewMeshAttachment()
- + NewBoundingBoxAttachment()
- + NewPathAttachment()
- + NewPointAttachment()
- + NewClippingAttachment()

#attachmentLoader

Spine.SkeletonLoader

- + Scale
- # scale
- + SkeletonLoader()
- + SkeletonLoader()
- + ReadSkeletonData()