Spine.ConstraintData

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

Spine.lkConstraintData

- + Bones
- Target
- Mix
- Softness
- BendDirection
- Compress
- Stretch
- Uniform
- bones
- target
- bendDirection
- compress
- stretch
- uniform
- mix
- ~ softness
- + lkConstraintData()

Spine.PathConstraintData

- Bones
- + Target
- PositionMode
- SpacingMode
- RotateMode
- OffsetRotation
- Position
- Spacing
- RotateMix
- MixX
- MixY
- bones
- target
- positionMode
- spacingMode
- ~ rotateMode
- offsetRotation
- position
- spacing
- mixRotate
- ~ mixX
- ~ mixY
- + PathConstraintData()

Spine.PhysicsConstraintData

- + Bone
- Step
- + X
- Υ
- Rotate
- ScaleX
- ShearX
- Limit
- Inertia
- Strength
- bone
- Х
- ٧
- rotate
- scaleX
- shearX
- limit
- step
- inertia
- ~ strength



+ PhysicsConstraintData()

Spine.TransformConstraintData

- + Bones
- Target
- MixRotate
- MixX
- MixY
- MixScaleX
- **MixScaleY**
- MixShearY
- OffsetRotation
- OffsetX



- bones
- target
- mixRotate
- mixX
- mixY
- mixScaleX
- mixScaleY
- mixShearY
- offsetRotation
- offsetX



+ TransformConstraintData()