Spine.SkeletonBounds

+ BoundingBoxes
+ Polygons
+ MinX
+ MinY
+ MaxX
+ MaxY
+ Width
+ Height

+ SkeletonBounds()
+ Update()
+ AabbContainsPoint()
+ AabbIntersectsSegment()
+ AabbIntersectsSkeleton()
+ ContainsPoint()
+ ContainsPoint()
+ IntersectsSegment()
+ IntersectsSegment()
+ GetPolygon()