```
┌─────────────────────────┐
│      Attachment         │
├─────────────────────────┤
│ + Name                  │
├─────────────────────────┤
│ + ToString()            │
│ + Copy()                │
│ # Attachment()          │
│ # Attachment()          │
└─────────────────────────┘
            △
            │
┌─────────────────────────┐
│  Spine.VertexAttachment │
├─────────────────────────┤
│ + Id                    │
│ + Bones                 │
│ + Vertices              │
│ + WorldVerticesLength   │
│ + TimelineAttachment    │
│ ~ id                    │
│ ~ timelineAttachment    │
│ ~ bones                 │
│ ~ vertices              │
│ ~ worldVerticesLength   │
├─────────────────────────┤
│ + VertexAttachment()    │
│ + VertexAttachment()    │
│ + ComputeWorldVertices()│
│ + ComputeWorldVertices()│
└─────────────────────────┘
```

Spine.MeshAttachment

- + Region
- + HullLength
- + RegionUVs
- + UVs
- + Triangles
- + R
- + G
- + B
- + A
- + Path
- + Sequence
- + ParentMesh
- + Edges
- + Width
- + Height
- ~ region
- ~ path
- ~ regionUVs
- ~ uvs
- ~ triangles
- ~ r
- ~ g
- ~ b
- ~ a
- ~ hullLength

- + MeshAttachment()
- + UpdateRegion()
- + ComputeWorldVertices()
- + NewLinkedMesh()
- + Copy()
- # MeshAttachment()

Spine.BoundingBoxAttachment

- + BoundingBoxAttachment()
- + Copy()
- # BoundingBoxAttachment()

Spine.ClippingAttachment

- + EndSlot
- ~ endSlot
- + ClippingAttachment()
- + Copy()
- # ClippingAttachment()

Spine.PathAttachment

- + Lengths
- + Closed
- + ConstantSpeed
- ~ lengths
- ~ closed
- ~ constantSpeed
- + PathAttachment()
- + Copy()
- # PathAttachment()