Spine.Unity.SkeletonMecanim. MecanimTranslator.ClipInfos

+ isInterruptionActive
+ isLastFrameOfInterruption
+ clipInfoCount
+ nextClipInfoCount
+ interruptingClipInfoCount
+ clipInfos
+ nextClipInfos
+ interruptingClipInfos
+ stateInfo
+ nextStateInfo
+ interruptingStateInfo
+ interruptingClipTimeAddition

#layerClipInfos

Spine.Unity.SkeletonMecanim. MecanimTranslator

+ autoReset
+ useCustomMixMode
+ layerMixModes
+ layerBlendModes
+ Animator
+ MecanimLayerCount
+ MecanimLayerNames

+ OnClipAppliedDelegate()
+ Initialize()
+ Apply()
+ GetActiveAnimationAndTime()