MonoBehaviour

Spine.Unity.Examples.Skeleton Ragdoll2D

- startingBoneName
- + stopBoneNames+ applyOnStart
- + disablelK
- + disableOtherConstraints
- + pinStartBone
- + gravityScale
- + thickness + rotationLimit
- + rootMass
- + massFalloffFactor
 - + colliderLayer + mix
 - + oldRagdollBehaviour
- + RootRigidbody
- + StartingBone + RootOffset
 - + IsActive
 - + RigidbodyArray
- + EstimatedSkeletonPosition
- + Apply()
- + SmoothMix()
- + SetSkeletonPosition()+ Remove()
- + GetRigidbody()