	MonoBehaviour	
	Ť	
SkeletonRootMotionBase		
+ transformPositionX + transformPositionY		
+ transformRotation + rootMotionScaleX		
	+ rootMotionScaleY	
	+ rootMotionScaleY	
	+ rootMotionTranslateXPerY	
	+ rootMotionTranslateYPerX	
	+ rigidBody2D	
·	+ applyRigidbody2DGravity	
	• •	
+ rigidB	oay eOnOverride	
	MotionBone	
	Rigidbody	
	ousRigidbodyRootMotion2D	
	ousRigidbodyRootMotion3D	
	onalRigidbody2DMovement tonAnimationUsesFixed	
+ Skele Updat		
+ Additi	onalScale	
+ Target	tSkeletonComponent	
+ Target	tSkeletonAnimationComponent	
# rootM	otionBoneName	
# skelet	tonComponent	
# rootM	otionBone	
# rootM	otionBoneIndex	
# transfe	ormConstraintIndices	
# transfe	ormConstraintLastPos	
# transf	ormConstraintLastRotation	
# topLe	velBones	
# initial(Offset	
# accun	nulatedUntilFixedUpdate	
8 8 8	8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	
+ RootN	/lotionDelegate()	
+ GetRe	emainingRootMotion()	
+ GetRo	ootMotionInfo()	
+ SetRo	ootMotionBone()	
+ Adjus	tRootMotionToDistance()	
+ GetAr	nimationRootMotion()	
+ CotAr	nimationPootMotion()	

- + RootN
- + GetRe
- + GetRo
- + SetRo
- + Adjust
- + GetAn
- + GetAnimationRootMotion()
- + GetAnimationRootMotionRotation()
- + GetAnimationRootMotionRotation()
- + GetAnimationRootMotionInfo()
- # Reset()
- # Start()
- # FixedUpdate() # PhysicsUpdate()
- # OnDisable()
- # FindRigidbodyComponent()
- # CalculateAnimationsMovement
- Delta() # CalculateAnimationsRotation
 - Delta()

Spine.Unity.SkeletonRoot Motion

- + animationTrackFlags + AdditionalScale
- + GetRemainingRootMotion()
- + GetRootMotionInfo()
- # Reset()
- # Start()
 - # CalculateAnimationsMovement Delta()
 - # CalculateAnimationsRotation Delta()