Spine.ExposedList< Spine.BoneData >
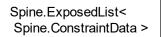
+ Items
+ Count
+ Capacity

+ ExposedList()
+ ExposedList()
+ ExposedList()
+ Add()
+ GrowIfNeeded()
+ Resize()
+ EnsureCapacity()
+ AddRange()
+ AddRange()
+ BinarySearch()
   ▯▯ ▯▯ ▯▯ 43▯▯ ▯▯...
~ ExposedList()

Spine.ExposedList< Spine.ConstraintData >

+ Items
+ Count
+ Capacity

+ ExposedList()
+ ExposedList()
+ ExposedList()
+ Add()
+ GrowIfNeeded()
+ Resize()
+ EnsureCapacity()
+ AddRange()
+ AddRange()
+ BinarySearch()
   ▯▯ ▯▯ ▯▯ 43▯▯ ▯▯...
~ ExposedList()

~bones　　~constraints

Spine.Skin

+ Name
+ Attachments
+ Bones
+ Constraints
~ name

+ Skin()
+ SetAttachment()
+ AddSkin()
+ CopySkin()
+ GetAttachment()
+ RemoveAttachment()
+ GetAttachments()
+ Clear()
+ ToString()
~ AttachAll()