TextureRegion

+ width
+ height
+ u
+ v
+ u2
+ v2
+ OriginalWidth
+ OriginalHeight

Spine.AtlasRegion

+ page
+ name
+ x
+ y
+ offsetX
+ offsetY
+ originalWidth
+ originalHeight
+ degrees
+ rotate
+ index
+ names
+ values
+ packedWidth
+ packedHeight
+ OriginalWidth
+ OriginalHeight
+ Clone()