Spine.BoneData

+ Index
+ Name
+ Parent
+ Length
+ X
+ Y
+ Rotation
+ ScaleX
+ ScaleY
+ ShearX
+ ShearY
+ Inherit
+ SkinRequired
~ index
~ name
~ length
~ x
~ y
~ rotation
~ scaleX
~ scaleY
~ shearX
~ shearY
~ inherit
~ skinRequired
+ BoneData()
+ ToString()

~parent

~boneData

Spine.SlotData

+ Index
+ Name
+ BoneData
+ R
+ G
+ B
+ A
+ R2
+ G2
+ B2
+ HasSecondColor
+ AttachmentName
+ BlendMode
~ index
~ name
~ r
~ g
~ b
~ a
~ r2
~ g2
~ b2
~ hasSecondColor
~ attachmentName
~ blendMode
+ SlotData()
+ ToString()

Spine.ExposedList<
Spine.BoneData >

+ Items
+ Count
+ Capacity
+ ExposedList()
+ ExposedList()
+ ExposedList()
+ Add()
+ GrowIfNeeded()
+ Resize()
+ EnsureCapacity()
+ AddRange()
+ AddRange()
+ BinarySearch()
　 43 …
~ ExposedList()

ConstraintData

+ Name
+ Order
+ SkinRequired
~ name
~ order
~ skinRequired
+ ConstraintData()
+ ToString()

~bones

~target

Spine.PathConstraintData

+ Bones
+ Target
+ PositionMode
+ SpacingMode
+ RotateMode
+ OffsetRotation
+ Position
+ Spacing
+ RotateMix
+ MixX
+ MixY
~ positionMode
~ spacingMode
~ rotateMode
~ offsetRotation
~ position
~ spacing
~ mixRotate
~ mixX
~ mixY
+ PathConstraintData()