```
MonoBehaviour
```

```
Spine.Unity.Examples.Spineboy
Footplanter.FootMovement
  +   xMoveCurve
  +   raiseCurve
  +   maxRaise
  +   minDistanceCompensate
  +   maxDistanceCompensate
```

```
Spine.Unity.Examples.Spineboy
Footplanter.Foot
  +   worldPos
  +   displacementFromCenter
  +   distanceFromCenter
  +   lerp
  +   worldPosPrev
  +   worldPosNext
  +   IsStepInProgress
  +   IsPrettyMuchDoneStepping
  +   UpdateDistance()
  +   StartNewStep()
  +   UpdateStepProgress()
  +   GetNewDisplacement()
```

+backward
+forward

#farFoot
#nearFoot

```
Spine.Unity.Examples.Spineboy
Footplanter
  +   timeScale
  +   nearBoneName
  +   farBoneName
  +   footSize
  +   footRayRaise
  +   comfyDistance
  +   centerOfGravityXOffset
  +   feetTooFarApartThreshold
  +   offBalanceThreshold
  +   minimumSpaceBetweenFeet
  +   maxNewStepDisplacement
  +   shuffleDistance
  +   baseLerpSpeed
  +   Balance
```