MonoBehaviour

Spine.Unity.BoneFollower

- + skeletonRenderer + boneName
 - + followXYPosition
- + followZPosition
- + followBoneRotation
- + followSkeletonFlip
- + followLocalScale + followParentWorldScale
- + maintainedAxisOrientation
- + initializeOnAwake + valid
- + bone
- + SkeletonRenderer
 - + SetBone()
 - + Awake()
 - + HandleRebuildRenderer()
- + LateUpdate()

+ Initialize()