



Spine.Unity.BoundingBoxFollower

- + skeletonRenderer
- + slotName
- + isTrigger
- + usedByEffector
- + usedByComposite
- + clearStateOnDisable
- + colliderTable
- + nameTable
- + Slot
- + CurrentAttachment
- + CurrentAttachmentName
- + CurrentCollider
- + IsTrigger
- ~ DebugMessages
- + Initialize()
- + ClearState()