```
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()
         ~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()
```

~parent