## SkeletonLoader

+ Scale

# attachmentLoader

# scale

+ SkeletonLoader()

+ SkeletonLoader()

+ ReadSkeletonData()

## Spine.SkeletonBinary

+ BONE_ROTATE

+ BONE_TRANSLATE

+ BONE_TRANSLATEX

+ BONE_TRANSLATEY

+ BONE_SCALE

+ BONE_SCALEX

+ BONE_SCALEY

+ BONE_SHEAR

+ BONE_SHEARX

+ BONE_SHEARY

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+ SkeletonBinary()

+ SkeletonBinary()

+ ReadSkeletonData()

+ ReadSkeletonData()

+ GetVersionString()