

MonoBehaviour



Spine.Unity.Examples.Skeleton
Ragdoll

- + startingBoneName
- + stopBoneNames
- + applyOnStart
- + disableIK
- + disableOtherConstraints
- + pinStartBone
- + enableJointCollision
- + useGravity
- + thickness
- + rotationLimit
- + rootMass
- + massFalloffFactor
- + colliderLayer
- + mix
- + oldRagdollBehaviour
- + RootRigidbody
- + StartingBone
- + RootOffset
- + IsActive
- + RigidbodyArray
- + EstimatedSkeletonPosition

- + Apply()
- + SmoothMix()
- + SetSkeletonPosition()
- + Remove()
- + GetRigidbody()