

```
[public]
Object=(Name=BossSkins.Boss1,Class=Texture,Description=Jefe)
Object=(Name=BossSkins.Boss1t_0,Class=Texture)
Object=(Name=BossSkins.Boss1t_1,Class=Texture)
Object=(Name=BossSkins.Boss1t_2,Class=Texture)
Object=(Name=BossSkins.Boss1t_3,Class=Texture)
Object=(Name=BossSkins.Boss2,Class=Texture)
Object=(Name=BossSkins.Boss2t_0,Class=Texture)
Object=(Name=BossSkins.Boss2t_1,Class=Texture)
Object=(Name=BossSkins.Boss2t_2,Class=Texture)
Object=(Name=BossSkins.Boss2t_3,Class=Texture)
Object=(Name=BossSkins.Boss3,Class=Texture)
Object=(Name=BossSkins.Boss3t_0,Class=Texture)
Object=(Name=BossSkins.Boss3t_1,Class=Texture)
Object=(Name=BossSkins.Boss3t_2,Class=Texture)
Object=(Name=BossSkins.Boss3t_3,Class=Texture)
Object=(Name=BossSkins.Boss4,Class=Texture)
Object=(Name=BossSkins.Boss4t_0,Class=Texture)
Object=(Name=BossSkins.Boss4t_1,Class=Texture)
Object=(Name=BossSkins.Boss4t_2,Class=Texture)
Object=(Name=BossSkins.Boss4t_3,Class=Texture)
Object=(Name=BossSkins.Boss4Xan,Class=Texture,Description=Xan)
Object=(Name=BossSkins.Boss5Xan,Class=Texture)
```