Timeline + Propertylds + Frames + FrameEntries + FrameCount + Duration ~ frames + Timeline() + Apply() ~ Search() ~ Search() CurveTimeline + LINEAR + STEPPED + BEZIER + BEZIER_SIZE ~ curves + CurveTimeline() + SetLinear() + SetStepped() + GetCurveType() + Shrink() + SetBezier() + GetBezierValue() CurveTimeline1 + ENTRIES + FrameEntries ~ VALUE + CurveTimeline1() + SetFrame() + GetCurveValue() + GetRelativeValue() + GetAbsoluteValue() + GetAbsoluteValue() + GetScaleValue() Spine.PhysicsConstraintTimeline + PhysicsConstraintIndex + PhysicsConstraintTimeline() + Apply() # Setup() # Get() # Set() # Global() Spine.PhysicsConstraintMass Timeline + PhysicsConstraintMassTimeline() # Setup() # Get()

Spine.PhysicsConstraintStrength

Timeline

+ PhysicsConstraintStrength

Timeline()

Setup()

Get()

Set()

Global()

Spine.PhysicsConstraintWind

Timeline

+ PhysicsConstraintWindTimeline()

Setup()

Get()

Set()

Global()

Spine.PhysicsConstraintMix

Timeline

+ PhysicsConstraintMixTimeline()

Setup()

Get()

Set()

Global()

Spine.PhysicsConstraintDamping

Timeline

+ PhysicsConstraintDamping

Timeline()

Setup()

Global()

Get()

Set()

Spine.PhysicsConstraintGravity

Timeline

+ PhysicsConstraintGravity

Timeline()

Setup()

Get()

Set()

Global()

Spine.PhysicsConstraintInertia

Timeline

+ PhysicsConstraintInertia

Set()

Global()

Timeline()

Setup()

Get()

Set()

Global()