Timeline
+ Propertylds
+ Frames
+ FrameEntries
+ FrameCount
+ Duration
~ frames
+ Timeline()
+ Apply()
~ Search()
~ Search()
Α
CurveTimeline
+ LINEAR
+ STEPPED
+ BEZIER
+ BEZIER_SIZE
~ curves
+ CurveTimeline()
+ SetLinear()
+ SetStepped()
+ GetCurveType()
+ Shrink()
+ SetBezier()
+ GetBezierValue()
\
Spine.CurveTimeline2
+ ENTRIES
+ FrameEntries
~ VALUE1
~ VALUE2
+ CurveTimeline2()
+ SetFrame()