

Spine.CurveTimeline1.Get
RelativeValue

```
graph LR; A[Spine.CurveTimeline1.GetRelativeValue] --> B[Spine.CurveTimeline1.GetCurveValue]; B --> C[Spine.CurveTimeline.GetBezierValue];
```

Spine.CurveTimeline1.Get
CurveValue

Spine.CurveTimeline.GetBezier
Value