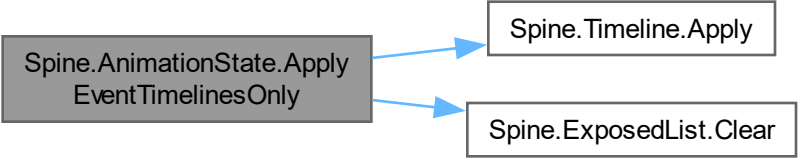


Spine.AnimationState.Apply
EventTimelinesOnly



```
graph LR; A["Spine.AnimationState.Apply<br/>EventTimelinesOnly"] --> B["Spine.Timeline.Apply"]; A --> C["Spine.ExposedList.Clear"]
```

Spine.Timeline.Apply

Spine.ExposedList.Clear