Spine.EventData

- + Name
- + Int
- + Float
- + String
- + AudioPath
- + Volume
- + Balance
- ~ name

- + EventData()
- + ToString()

~data

Spine.Event

- + Data
- + Time
- + Int
- + Float
- + String
- + Volume
- + Balance
- ~ time
- ~ intValue
- ~ floatValue
- ~ stringValue
- ~ volume
- ~ balance

- + Event()
- + ToString()