```
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()
    PhysicsConstraintTimeline
  + PhysicsConstraintIndex
  + PhysicsConstraintTimeline()
  + Apply()
  # Setup()
  # Get()
  # Set()
  # Global()
  Spine.Physic
                     traintWin
             Timeline
+ PhysicsConstraintWindTimeline()
# Setup()
```

# Get() # Set() # Global()