Pool< TrackEntry >IPoolable

Spine.TrackEntry

+ Interrupt
+ End
+ Dispose
+ Complete
+ TrackIndex
+ Animation
+ Loop
+ Delay
+ TrackTime
+ TrackEnd
+ TrackComplete
+ AnimationStart
+ AnimationEnd
+ AnimationLast
  ▫ ▫ ▫ 22 ▫ ▫...
~ animation
~ previous
~ next
~ mixingFrom
~ mixingTo
~ trackIndex
~ loop
~ holdPrevious
~ reverse
~ shortestRotation
  ▫ ▫ ▫ 23 ▫ ▫...

+ Reset()
+ SetMixDuration()
+ ResetRotationDirections()
+ ToString()
+ AllowImmediateQueue()
~ OnStart()
~ OnInterrupt()
~ OnEnd()
~ OnDispose()
~ OnComplete()
~ OnEvent()