## Timeline

+ PropertyIds
+ Frames
+ FrameEntries
+ FrameCount
+ Duration
~ frames

+ Timeline()
+ Apply()
~ Search()
~ Search()

## CurveTimeline

+ LINEAR
+ STEPPED
+ BEZIER
+ BEZIER_SIZE
~ curves

+ CurveTimeline()
+ SetLinear()
+ SetStepped()
+ GetCurveType()
+ Shrink()
+ SetBezier()
+ GetBezierValue()

## ISlotTimeline

+ SlotIndex

## Spine.RGBA2Timeline

+ ENTRIES
+ FrameEntries
+ SlotIndex
# R
# G
# B
# A
# R2
# G2
# B2

+ RGBA2Timeline()
+ SetFrame()
+ Apply()