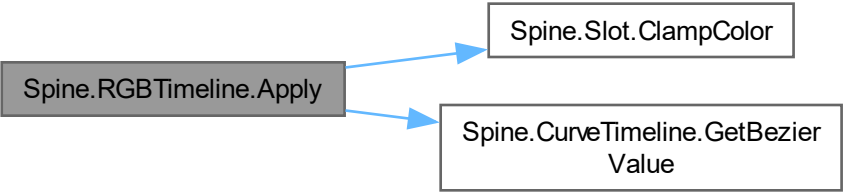


Spine.RGBTimeline.Apply



```
graph LR; A[Spine.RGBTimeline.Apply] --> B[Spine.Slot.ClampColor]; A --> C[Spine.CurveTimeline.GetBezierValue];
```

The diagram illustrates a function call sequence. A grey rectangular box on the left contains the text 'Spine.RGBTimeline.Apply'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'Spine.Slot.ClampColor'. The bottom arrow points to another white rectangular box containing 'Spine.CurveTimeline.GetBezierValue' on two lines.

Spine.Slot.ClampColor

Spine.CurveTimeline.GetBezier  
Value