Timeline
+ Propertylds
+ Frames
+ FrameEntries
+ FrameCount
+ Duration
~ frames
+ Timeline()
+ Apply()
~ Search()
~ Search()
<u> </u>
CurveTimeline
+ LINEAR
+ STEPPED
+ BEZIER
+ BEZIER_SIZE
~ curves
+ CurveTimeline()
+ SetLinear()
+ SetStepped()
+ GetCurveType()
+ Shrink()
+ SetBezier()
+ GetBezierValue(
$\frac{\Delta}{1}$
Spine.CurveTimeline
+ ENTRIES
+ FrameEntries
~ VALUE
+ CurveTimeline1()
+ SetFrame()
+ GetCurveValue()
+ GetRelativeValue(
+ GetAbsoluteValue

+ GetAbsoluteValue() + GetScaleValue()