Spine.ExposedList< Spine.Timeline >

+ Items
+ Count
+ Capacity

+ ExposedList()
+ ExposedList()
+ ExposedList()
+ Add()
+ GrowIfNeeded()
+ Resize()
+ EnsureCapacity()
+ AddRange()
+ AddRange()
+ BinarySearch()
　　　 43　 …
~ ExposedList()

~timelines

Spine.Animation

+ Timelines
+ Duration
+ Name
~ name
~ timelineIds
~ duration

+ Animation()
+ SetTimelines()
+ HasTimeline()
+ Apply()
+ ToString()

+a1
+a2

Spine.AnimationStateData. AnimationPair

+   AnimationPair()
+   ToString()