Spine.ExposedList
 Spine.Timeline >
 + Items
 + Count
 + Capacity
 + ExposedList()
 + ExposedList()
 + ExposedList()
 + Add()
 + GrowlfNeeded()
 + Resize()
 + EnsureCapacity()
 + AddRange()
 + AddRange()
 + BinarySearch()

ExposedList()



Spine.Animation
+ Timelines
+ Duration
+ Name
~ name
~ timelinelds
~ duration
+ Animation()
+ SetTimelines()
+ HasTimeline()
+ Apply()
+ ToString()