```
WAL::Component

#_entity

+ operator=()
+ ~Component()
+ clone()
+ onStart()
+ onStop()
# Component()
# Component()
```

## BBM::AnimationsComponent

- \_modelAnimation- \_currentAnimIndex
- \_animDisabled
- + clone() + getCurrentAnimIndex()
- + setAnimIndex()
  + getCurrentAnimFrameCounter()
- + getCurrentModelAnim()
- + setCurrentAnimFrameCounter() + resetCurrentAnimFrameCounter()
- + resetCurrentAnimFrameCounter()
  + incCurrentAnimFrameCounter()
  + setAnimDisabled()
- + isAnimDisabled() + AnimationsComponent()
- + AnimationsComponent() + ~AnimationsComponent()
- + operator=()