

```
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2: //
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21: // 3. This notice may not be removed or altered from any source distribut
ion.
22: //
23: //////////////////////////////////////
24:
25: #include "Animation.hpp"
26:
27: Animation::Animation() : m_texture(NULL) {
28: }
29:
30: void Animation::addFrame(sf::IntRect rect) {
31:     m_frames.push_back(rect);
32: }
33:
34: void Animation::setSpriteSheet(const sf::Texture& texture) {
35:     m_texture = &texture;
36: }
37:
38: const sf::Texture* Animation::getSpriteSheet() const {
39:     return m_texture;
40: }
41:
42: std::size_t Animation::getSize() const {
43:     return m_frames.size();
44: }
45:
46: const sf::IntRect& Animation::getFrame(std::size_t n) const {
47:     return m_frames[n];
48: }
```