

al.tonikolaba.entity.Fire  
Ball.setHit

```
graph LR; A[al.tonikolaba.entity.FireBall.setHit] --> B[al.tonikolaba.entity.Animation.setDelay]; A --> C[al.tonikolaba.entity.Animation.setFrames];
```

The diagram illustrates a method call from `al.tonikolaba.entity.FireBall.setHit` to two methods in the `al.tonikolaba.entity.Animation` class. The source method is highlighted in a grey box, while the target methods are in white boxes. Two blue arrows indicate the direction of the calls.

al.tonikolaba.entity.Animation.set  
Delay

al.tonikolaba.entity.Animation.set  
Frames