

Animation

- + Animation()
- + MoveByTime()
- + MoveByTime()
- + UpdateAnimation()
- + IsAnimating()
- + GetAnimationPosition()
- + GetAnimationZIndex()
- + UpdateGamePosition()
- + SetAnimationPosition()
- + GetAnimationDestination()
- + GetAnimationStartMs()
- + GetAnimationDuringTimeMs()
- + SetAnimationStop()