

```
1 @IBDesignable
2 class AnimatableRaisedButton: RaisedButton, Animatable {
3     open var animationType: AnimationType = .none
4     @IBInspectable var _animationType: String? {
5         didSet {
6             animationType = AnimationType(string: _animationType)
7         }
8     }
9     @IBInspectable open var autoRun: Bool = true
10    @IBInspectable open var duration: Double = .nan
11    @IBInspectable open var delay: Double = .nan
12    @IBInspectable open var damping: CGFloat = .nan
13    @IBInspectable open var velocity: CGFloat = .nan
14    @IBInspectable open var force: CGFloat = .nan
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21
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23
24
25 }
```