```swift
@IBDesignable
class AnimatableRaisedButton: RaisedButton, Animatable {
    open var animationType: AnimationType = .none
    @IBInspectable var _animationType: String? {
        didSet {
            animationType = AnimationType(string: _animationType)
        }
    }
    @IBInspectable open var autoRun: Bool = true
    @IBInspectable open var duration: Double = .nan
    @IBInspectable open var delay: Double = .nan
    @IBInspectable open var damping: CGFloat = .nan
    @IBInspectable open var velocity: CGFloat = .nan
    @IBInspectable open var force: CGFloat = .nan

    open override func awakeFromNib() {
        super.awakeFromNib()
        configureAnimatableProperties()
    }

    open override func layoutSubviews() {
        super.layoutSubviews()
        autoRunAnimation()
    }
}
```