

```
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
15
16    open override func awakeFromNib() {
17        super.awakeFromNib()
18        configureAnimatableProperties()
19    }
20
21
22
23
24
25 }
```