

IANIMATION SCRIPT INTERFACE

View online: <https://www.construct.net/en/make-games/manuals/construct-3/scripting/scripting-reference/object-interfaces/ianimation>

The `IAnimation` interface represents an animation, typically from a `Sprite` object via its `ISpriteInstance` interface. Each frame of the animation is represented by the `IAnimationFrame` interface.

IAnimation APIs

name

A read-only string of the animation name.

speed

A read-only number with the animation playback speed in animation frames per second.

isLooping

A read-only boolean indicating if animation playback repeats when it reaches the end.

repeatCount

A read-only number indicating how many times to repeat the animation.

repeatTo

A read-only number of the zero-based frame index to go back to when repeating the animation.

isPingPong

A read-only boolean indicating if the animation will reverse when reaching the start or end of the animation.

frameCount

A read-only number of frames in this animation.

getFrames()

Return an array of `IAnimationFrame` representing all the frames in this animation in sequence.

*frames()

Iterates all [IAnimationFrame](#) in this animation in sequence.