MNL::MnBoneAnimationElement

- m_affectingBoneName
- m_duration
- m_lstKeyFrames

+ MnBoneAnimationElement()
+ ~MnBoneAnimationElement()
+ AddKeyFrame()
+ SetAffectingBoneName()
+ SetDuration()
+ GetDuration()
+ GetNumKeyFrames()
+ GetAffectingBoneName()
+ MnBoneAnimationElement
::GetLerpedKeyFrameAtTime()
+ GetKeyFrame()
+ GetKeyFrameAtTime()
+ GetKeyFrameIndexAtTime()
- _GetNextKeyFrameIndexOf()
- _LerpKeyFrame()