

## BoneKeySequence

- m\_boneID
- m\_positionKeys
- m\_rotationKeys
- m\_scaleKeys

- + BoneKeySequence()
- + GetBoneID()
- + GetPosition()
- + GetRotation()
- + GetScale()
- + GetTransform()
- LoadPositionKeys()
- LoadRotationKeys()
- LoadScaleKeys()