Animation

- get_deltas(index: int): Point3
- set_delta(index: int): void

Animation will return (0,0,0) for unknown deltas and allow the setting of non-contiguous deltas. This will allow for greater flexibility

AnimationControl

- play(): void
- pause(): void
- stop(): void
- scrub(position: int): void
- step(by=1: int): void
- set_enabled(handle: int, is_enabled: bool): void
- is_enabled(handle: int): void
- unload(handle: int): void
- load(animation: Animation, curve: IBezierCurve3): int