FrameBase

+ frameId
+ content

+ FrameBase()
+ FrameBase()
+ CopyFrom()
+ Clear()
+ Instantiate< TFrame >()
+ PopulateFrames< TFrame >()

Photon.Pun.Simple.SyncAnimator.Frame

+ syncAnimator
+ parameters
+ stateHashes
+ layerIsInTransition
+ normalizedTime
+ layerWeights
+ passThrus

+ Frame()
+ Frame()
+ CopyFrom()
+ Clear()