

e2XD::framework::Animated
Sprite2D::playAnimation

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graph LR; A[e2XD::framework::AnimatedSprite2D::playAnimation] --> B[e2XD::framework::Animation::getFrameDuration]; A --> C[e2XD::framework::Animation::getFrames];
```

e2XD::framework::Animation
::getFrameDuration

e2XD::framework::Animation
::getFrames