

e2XD::framework::Animated
Sprite2D::playAnimation

```
graph LR; A["e2XD::framework::Animated  
Sprite2D::playAnimation"] --> B["e2XD::framework::Animation  
::getFrameDuration"]; A --> C["e2XD::framework::Animation  
::getFrames"];
```

e2XD::framework::Animation
::getFrameDuration

e2XD::framework::Animation
::getFrames