

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];
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The diagram illustrates a call sequence. A grey box on the left contains the text 'e2XD::framework::Animated Sprite2D::playAnimation'. Two blue arrows originate from the right side of this box. The top arrow points to a white box containing 'e2XD::framework::Animation ::getFrameDuration'. The bottom arrow points to another white box containing 'e2XD::framework::Animation ::getFrames'.

e2XD::framework::Animation
::getFrameDuration

e2XD::framework::Animation
::getFrames