**Animation**

protected:

/\*\* total Delay units of the Animation. \*/

float \_totalDelayUnits;

/\*\* Delay in seconds of the "delay unit". \*/

float \_delayPerUnit;

/\*\* duration in seconds of the whole animation. It is the result of totalDelayUnits \* delayPerUnit. \*/

float \_duration;

/\*\* array of AnimationFrames. \*/

Vector<**AnimationFrame**\*> \_frames;

/\*\* whether or not it shall restore the original frame when the animation finishes. \*/

bool \_restoreOriginalFrame;

/\*\* how many times the animation is going to loop. 0 means animation is not animated. 1, animation is executed one time, ... \*/

unsigned int \_loops;

**AnimationFrame**

protected:

/\*\* SpriteFrameName to be used \*/

SpriteFrame\* \_spriteFrame;

/\*\* how many units of time the frame takes \*/

float \_delayUnits;

/\*\* A AnimationFrameDisplayedNotification notification will be broadcast when the frame is displayed with this dictionary as UserInfo. If UserInfo is nil, then no notification will be broadcast. \*/

ValueMap \_userInfo;

**SpriteFrame**

protected:

Vec2 \_offset;

Size \_originalSize;

Rect \_rectInPixels;

bool \_rotated;

Rect \_rect;

Vec2 \_offsetInPixels;

Size \_originalSizeInPixels;

Texture2D \*\_texture;

std::string \_textureFilename;

PolygonInfo \_polygonInfo;