

## GENERAL

### TWEEN

```
Tween()
update(dt)
play(action)
resume()
stop()
reset()
getPose(layer)
getMatrix(layer)
```

### ACTION

```
Action(loop)
step(time)
add(name, layer)
event(time, callback)
reset()
```

### LAYER

```
Layer()
step(time)
add(keyframe)
setAction(action)
updateMaxTime()
findBase(time, comp)
findGoal(time, comp)
```

### KEYFRAME

```
Keyframe(time, pose, kind)
```

### FRAMEPOSE

```
FramePose()
withPos(pos)
withRot(rot)
withScale(scale)
withMat(mat)
withProp(float)
getPos()
getRot()
getScale()
```

```
getMat()
getProp()
default(comp_id)
```

## OPTIONS

```
kind = interpolation method:
linear
quadratic
// TODO
```