# 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