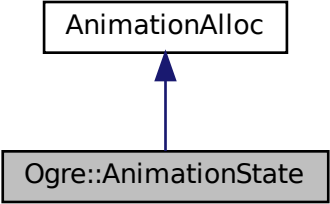


AnimationAlloc



```
graph BT; A[Ogre::AnimationState] --> B[AnimationAlloc]
```

Ogre::AnimationState