



Sprite
<div><div>image, _rects: f.Rectangle[], origin: f.ORIGIN2D): void</div><div>textureImage, _startRect: f.Rectangle, e: f.Vector2, _resolutionQuad: number,</div><div>texture: f.TextureImage, rect: f.Rectangle, origin: f.ORIGIN2D): SpriteFrame</div></div>

direction: number;
- update: void - checkCollision(): void

