

switchAnimatedSpriteOfAnimated  
GameObject

```
graph LR; A[switchAnimatedSpriteOfAnimatedGameObject] --> B[getSpriteArray]; A --> C[updateGameObjectSprite];
```

The diagram illustrates a method call. A grey rectangular box on the left contains the text 'switchAnimatedSpriteOfAnimatedGameObject'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing the text 'getSpriteArray'. The bottom arrow points to a white rectangular box containing the text 'updateGameObjectSprite'.

getSpriteArray

updateGameObjectSprite