

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 "switchAnimatedSpriteOfAnimated" on the top line and "GameObject" on the bottom line. 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