OtterEngine::ISprite

_pos
_size
_obj

+ ISprite()
+ ~ISprite()
+ refresh()
+ loadSpriteFromFile()
+ loadSpriteFromFile()
+ loadSpriteFromFile()
+ getPosition()
+ setSize()
+ setPosition()
+ getSize()

OtterEngine::FixedSprite

+ ~FixedSprite()
+ loadSpriteFromFile()
+ loadSpriteFromFile()
+ loadSpriteFromFile()
+ refresh()
+ getPosition()
+ setRepeated()
+ setPosition()
+ setSize()
+ setRotation()