OtterEngine::ISprite

_pos
_size
_obj

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

OtterEngine::AnimatedSprite

+ ~AnimatedSprite()
+ loadSpriteFromFile()
+ loadSpriteFromFile()
+ loadSpriteFromFile()
+ refresh()
+ setPosition()
+ getPosition()
+ setSize()