SlySprite

- pGOSprite
- inputRectangle
- angle
- centerX
- centerY
- scaleX
- scaleY
- width
- height

+ SlySprite()
+ SlySprite()
+ SlySprite()
+ operator=()
+ operator=()
+ ~SlySprite()
+ SlySprite()
+ SlySprite()
+ GetAngle()
+ GetWidth()
and 9 more...