class SpriteSheet

list CanvasImage canvas mcanvas int mx, my, mnextline

constructor (canvas tcanvas) void addimage (string imagepath) void exportcanvas (string exportpath) class CanvasImage

string name int location, size

constructor(name, size, loc)

XML LAYOUT

<SpriteSheet Filename="test.bmp">

<Sprite Name="small" Height="1" Width="1" Y="0" X="0" />

</SpriteSheet>