

IIMAGEPOINT INTERFACE

View online: <https://www.construct.net/en/make-games/manuals/addon-sdk/reference/object-interfaces/iimagepoint>

The `IImagePoint` interface represents an image point on an `IAnimationFrame`.

Methods

GetAnimationFrame()

Return the associated `IAnimationFrame`.

SetName(name)

GetName()

Set or get the name of the image point.

SetX(x)

SetY(y)

GetX()

GetY()

Set or get the position of the image point in texture co-ordinates, i.e. from 0 to 1.