

ITEXTURE SCRIPT INTERFACE

View online: <https://www.construct.net/en/make-games/manuals/construct-3/scripting/scripting-reference/graphics-interfaces/itexture>

The `ITexture` interface represents a texture for use with the `renderer`.

This interface cannot be directly constructed. It is only available through other APIs.

ITexture APIs

width

height

Return the width or height of the texture. Note this refers to the source texture. Construct's in-editor spritesheeting engine means the texture could be significantly larger than an object's image to be rendered from it.