

# ITEXTURE SCRIPT INTERFACE

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

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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

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**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.