

dev.shou.tilegame.gfx.Assets.init

```
graph LR; A[dev.shou.tilegame.gfx.Assets.init] --> B[dev.shou.tilegame.gfx.SpriteSheet.crop]; A --> C[dev.shou.tilegame.gfx.ImageLoader.loadImage];
```

The diagram illustrates a call from the `dev.shou.tilegame.gfx.Assets.init` method to two other methods. The source method is highlighted in a grey box, while the target methods are in white boxes. Two blue arrows originate from the right side of the source box and point to the left side of each target box.

dev.shou.tilegame.gfx.Sprite
Sheet.crop

dev.shou.tilegame.gfx.Image
Loader.loadImage