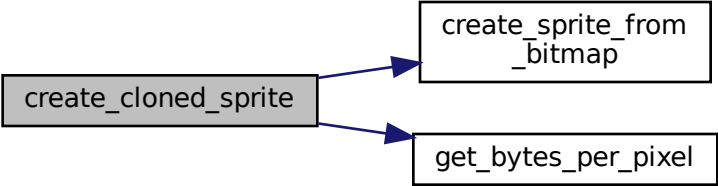


create\_cloned\_sprite



```
graph LR; A[create_cloned_sprite] --> B[create_sprite_from_bitmap]; A --> C[get_bytes_per_pixel];
```

create\_sprite\_from  
\_bitmap

get\_bytes\_per\_pixel