

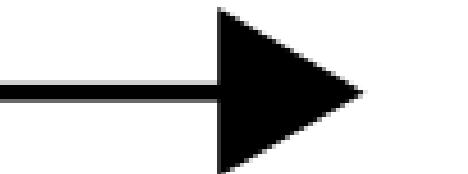
sprite  
direction



Sprite

Tile

Tile+1



move

Tile

Tile+1