

```
(function() {  
  function Sprite(url, pos, size, speed, frames, dir, once) {  
    this.pos = pos;  
    this.size = size;  
    this.speed = typeof speed === 'number' ? speed : 0;  
    this.frames = frames;  
    this._index = 0;  
    this.url = url;  
    this.dir = dir || 'horizontal';  
    this.once = once;  
  };  
  
  Sprite.prototype = {  
    update: function(dt) {  
      this._index += this.speed*dt;  
    },  
  
    render: function(ctx) {  
      var frame;  
  
      if(this.speed > 0) {  
        var max = this.frames.length;  
        var idx = Math.floor(this._index);  
        frame = this.frames[idx % max];  
  
        if(this.once && idx >= max) {  
          this.done = true;  
          return;  
        }  
      }  
      else {  
        frame = 0;  
      }  
  
      var x = this.pos[0];  
      var y = this.pos[1];  
  
      if(this.dir == 'vertical') {  
        y += frame * this.size[1];  
      }  
      else {  
        x += frame * this.size[0];  
      }  
  
      ctx.drawImage(resources.get(this.url),  
                    x, y,  
                    this.size[0], this.size[1],  
                    0, 0,  
                    this.size[0], this.size[1]);  
    }  
  };  
  
  window.Sprite = Sprite;  
})();
```