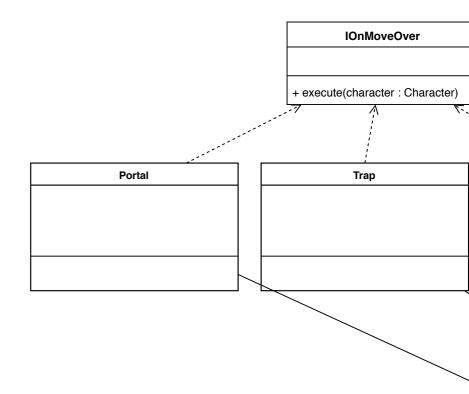
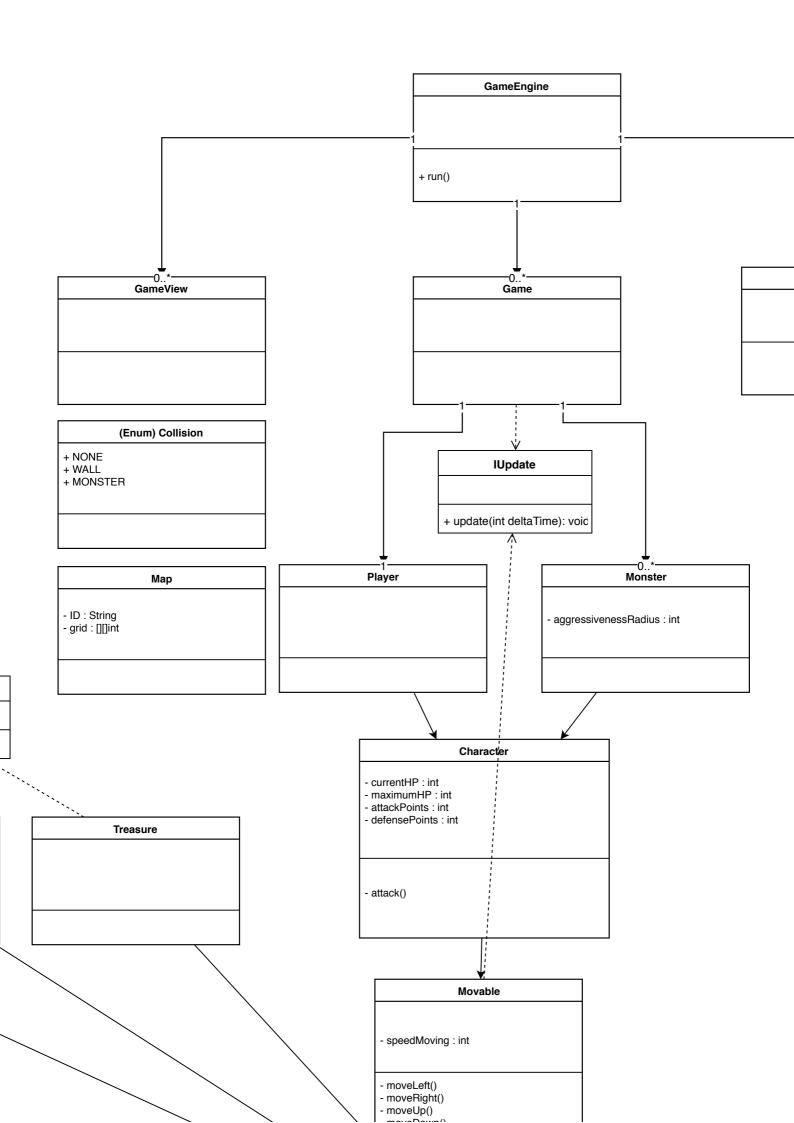
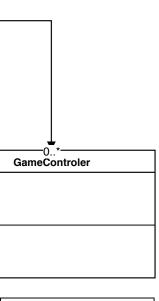


-animations : ArrayList<Drawable>

+ {static} getInstance(): DrawableFactory + getDrawable(int index)







(Enum) Cmd

- + LEFT + RIGHT + UP + DOWN + IDLE

Object Pool						

