**SpriteAtlasManager**

**Events**

|  |  |
| --- | --- |
| [atlasRegistered](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\U2D.SpriteAtlasManager-atlasRegistered.html) | Trigger when a SpriteAtlas is registered via invoking the callback in SpriteAtlasManager.atlasRequested. |
| [atlasRequested](file:///E:\BDCloud\Unity2019.1%E4%B8%AD%E6%96%87%E6%8A%80%E6%9C%AF%E6%89%8B%E5%86%8C%E7%A6%BB%E7%BA%BF%E7%89%88\UnityDocumentation_2019.1\ScriptReference\U2D.SpriteAtlasManager-atlasRequested.html) | 在任何 Sprite 绑定到 SpriteAtlas 但无法在运行时找到图集资源时触发。 |