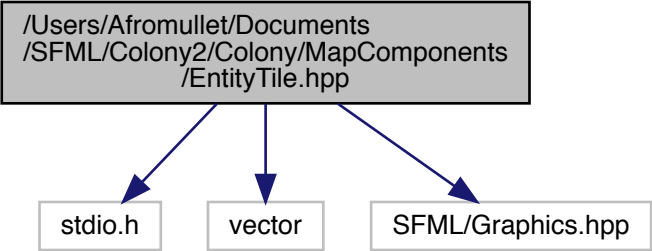


/Users/Afromullet/Documents  
/SFML/Colony2/Colony/MapComponents  
/EntityTile.hpp



```
graph TD; A["/Users/Afromullet/Documents  
/SFML/Colony2/Colony/MapComponents  
/EntityTile.hpp"] --> B["stdio.h"]; A --> C["vector"]; A --> D["SFML/Graphics.hpp"];
```

The diagram illustrates the dependencies of the file `EntityTile.hpp`. A central box at the top contains the full file path. Three blue arrows point downwards from this box to three separate boxes below, each representing a dependency: `stdio.h`, `vector`, and `SFML/Graphics.hpp`.

stdio.h

vector

SFML/Graphics.hpp