

include/Mason/SpriteAtlas.h

```
graph TD; A[include/Mason/SpriteAtlas.h] --> B[map]; A --> C[SRE/Texture.hpp]; A --> D[memory];
```

A diagram showing a header file 'include/Mason/SpriteAtlas.h' at the top, with three arrows pointing down to 'map', 'SRE/Texture.hpp', and 'memory'.

map

SRE/Texture.hpp

memory