

lister\_animations



```
graph LR; A[lister_animations] --> B[next_frame_animation]
```

A diagram illustrating a pointer relationship. On the left, a white rectangular box with a red border contains the text 'lister\_animations'. A dark blue arrow points from the right side of this box to the left side of a gray rectangular box with a black border on the right, which contains the text 'next\_frame\_animation'.

next\_frame\_animation