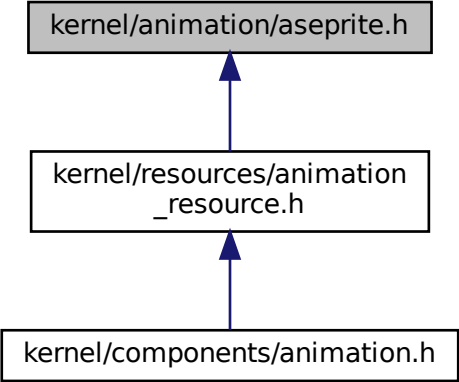


kernel/animation/aseprite.h



```
graph BT; A[kernel/components/animation.h] --> B[kernel/resources/animation_resource.h]; B --> C[kernel/animation/aseprite.h]; style C fill:#ccc
```

kernel/resources/animation
_resource.h

kernel/components/animation.h