

SpriteString.h

```
graph TD; A[SpriteString.h] --> B[vector]; A --> C[string];
```

A diagram illustrating the dependencies of the `SpriteString.h` header file. At the top, a gray rectangular box contains the text `SpriteString.h`. Two blue arrows originate from the bottom edge of this box. The left arrow points diagonally down and to the left to a white rectangular box containing the text `vector`. The right arrow points diagonally down and to the right to another white rectangular box containing the text `string`. Both boxes have a thin gray border.

vector

string