

Engine/SoundEffect.h

```
graph TD; A[Engine/SoundEffect.h] --> B[string]; A --> C[vector];
```

A diagram illustrating dependencies. At the top is a dark gray box labeled "Engine/SoundEffect.h". Two blue arrows point downwards from the bottom edge of this box to two separate light gray boxes below it. The left box is labeled "string" and the right box is labeled "vector".

string

vector