

Animation/SpriteAnimation
Create.h

```
graph TD; A[Animation/SpriteAnimation Create.h] --> B[vector]; A --> C[string];
```

A diagram showing a central box at the top labeled "Animation/SpriteAnimation Create.h". Two blue arrows point downwards from the bottom center of this box to two separate boxes below it. The left box is labeled "vector" and the right box is labeled "string".

vector

string