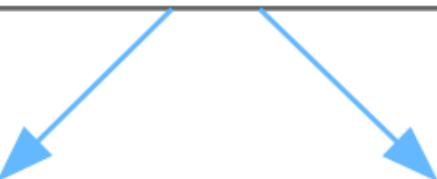


framework/src/Animation.cpp



2XD2/framework/Animation.h



vector

SFML/Graphics/Texture.hpp