

framework/include/2XD2
/framework/Animation.h

```
graph TD; A["framework/include/2XD2 /framework/Animation.h"] --> B["vector"]; A --> C["SFML/Graphics/Texture.hpp"]
```

A diagram showing a header file at the top with two arrows pointing down to two other files. The top box is dark gray and contains the text 'framework/include/2XD2 /framework/Animation.h'. Two blue arrows point from the bottom of this box to two light gray boxes below. The left box contains 'vector' and the right box contains 'SFML/Graphics/Texture.hpp'.

vector

SFML/Graphics/Texture.hpp