

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

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

The diagram illustrates the include relationships for the file `framework/include/2XD2/framework/Animation.h`. Two blue arrows originate from the bottom of the top box and point to the boxes below. The left arrow points to the `vector` box, and the right arrow points to the `SFML/Graphics/Texture.hpp` box.

vector

SFML/Graphics/Texture.hpp