

framework/include/2XD2
/framework/resource_manager
/SFMLTextureManager.h

```
graph BT; A[framework/src/nodes/Sprite2D.cpp] --> C[framework/include/2XD2/framework/resource_manager/SFMLTextureManager.h]; B[framework/src/resource_manager/SFMLAnimationManager.cpp] --> C;
```

This diagram illustrates the inclusion of a header file by two source files. At the top, a grey box represents the header file: `framework/include/2XD2/framework/resource_manager/SFMLTextureManager.h`. Below it, two white boxes represent source files. The left box is `framework/src/nodes/Sprite2D.cpp` and the right box is `framework/src/resource_manager/SFMLAnimationManager.cpp`. Blue arrows point from each source file box up to the header file box, indicating that both source files include this header.

framework/src/nodes
/Sprite2D.cpp

framework/src/resource
_manager/SFMLAnimationManager.cpp