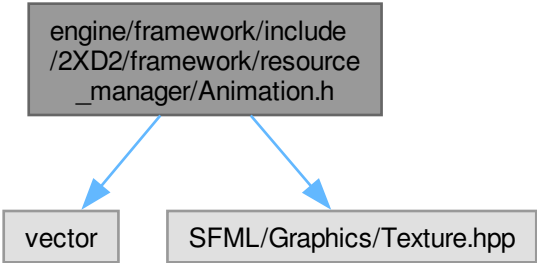


engine/framework/include
/2XD2/framework/resource
_manager/Animation.h



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

vector

SFML/Graphics/Texture.hpp