

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 dependencies of 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 `vector`, and the right arrow points to `SFML/Graphics/Texture.hpp`.

vector

SFML/Graphics/Texture.hpp