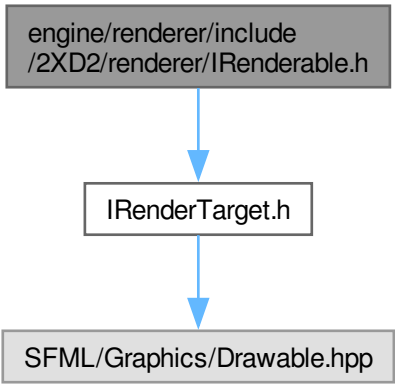


engine/renderer/include
/2XD2/renderer/IRenderable.h



```
graph TD; A["engine/renderer/include  
/2XD2/renderer/IRenderable.h"] --> B["IRenderTarget.h"]; B --> C["SFML/Graphics/Drawable.hpp"]
```

IRenderTarget.h

SFML/Graphics/Drawable.hpp