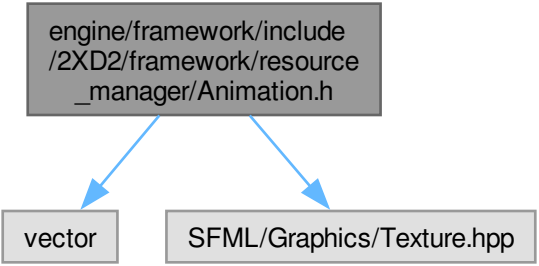


engine/framework/include
/2XD2/framework/resource
_manager/Animation.h



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

The diagram illustrates the dependencies of the file `engine/framework/include/2XD2/framework/resource_manager/Animation.h`. It is represented by a gray box at the top. Two blue arrows point downwards from this box to two other gray boxes below it. The left box contains the text `vector`, and the right box contains the text `SFML/Graphics/Texture.hpp`.

vector

SFML/Graphics/Texture.hpp