

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

vector

SFML/Graphics/Texture.hpp

```
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`. 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`.