

engine/core/include
/2XD2/core/Transform2D.h

```
graph TD; A["engine/core/include  
/2XD2/core/Transform2D.h"] --> B["Vec2f.h"]; B --> C["Vec2.hpp"]; C --> D["cmath"];
```

A vertical flowchart illustrating the include chain. It starts with a grey box at the top containing the path 'engine/core/include /2XD2/core/Transform2D.h'. A blue arrow points down to a white box with a black border containing 'Vec2f.h'. Another blue arrow points down to a second white box with a black border containing 'Vec2.hpp'. A final blue arrow points down to a grey box at the bottom containing 'cmath'.

Vec2f.h

Vec2.hpp

cmath