

addons/std-addon/include
/2XD2/std_addon/nodes/Sprite2D.h

```
graph BT; A["addons/std-addon/src/tiles/TileMap.cpp"] --> C["addons/std-addon/include/2XD2/std_addon/nodes/Sprite2D.h"]; B["addons/std-addon/include/2XD2/std_addon/nodes/AnimatedSprite2D.h"] --> C;
```

This diagram illustrates the relationship between three source files in a project. At the top, a grey box represents a common header file: `addons/std-addon/include/2XD2/std_addon/nodes/Sprite2D.h`. Below it, two white boxes represent source files. The box on the left, `addons/std-addon/include/2XD2/std_addon/nodes/AnimatedSprite2D.h`, has a blue arrow pointing up to the common header. The box on the right, `addons/std-addon/src/tiles/TileMap.cpp`, also has a blue arrow pointing up to the same common header, indicating that both source files include this header.

addons/std-addon/include
/2XD2/std_addon/nodes/Animated
Sprite2D.h

addons/std-addon/src
/tiles/TileMap.cpp