

framework/include/2XD2  
/framework/Animation.h

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

A diagram illustrating include relationships. At the top is a box containing the text 'framework/include/2XD2 /framework/Animation.h'. Two blue arrows originate from the bottom of this box. The left arrow points to a box containing the text 'vector'. The right arrow points to a box containing the text 'SFML/Graphics/Texture.hpp'.

vector

SFML/Graphics/Texture.hpp