

```
map< std::string, nta  
::GLTexture >
```

```
map< std::pair< std  
::string, int >, nta  
::SpriteFont * >
```

```
unordered_map< nta  
::GLTexture, std::string >
```

m\_textureMap

m\_fontMap

m\_textureFiles

nta::ResourceManager

```
graph LR; RM[nta::ResourceManager] -.->|m_textureMap| TM[map< std::string, nta::GLTexture >]; RM -.->|m_fontMap| FM[map< std::pair< std::string, int >, nta::SpriteFont * >]; RM -.->|m_textureFiles| UTM[unordered_map< nta::GLTexture, std::string >];
```