

Magnum::ResourceAccess

```
classDiagram
    class Magnum_ResourceAccess["Magnum::ResourceAccess"]
    class Magnum_Texture2DFile_Resource["Magnum::Texture2DFile::Resource"]
    Magnum_Texture2DFile_Resource --|> Magnum_ResourceAccess
```

Magnum::Texture2DFile  
::Resource