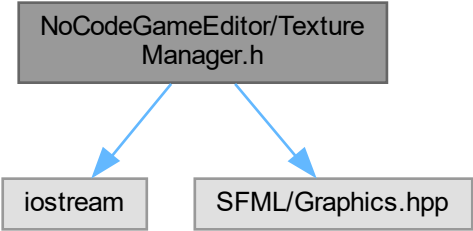


NoCodeGameEditor/Texture
Manager.h



```
graph TD; A[NoCodeGameEditor/Texture Manager.h] --> B[iostream]; A --> C[SFML/Graphics.hpp];
```

The diagram illustrates the dependencies of the file NoCodeGameEditor/Texture Manager.h. It is represented as a dark gray box at the top. Two blue arrows originate from the bottom of this box and point to two separate light gray boxes below it. The left box contains the text 'iostream' and the right box contains the text 'SFML/Graphics.hpp'.

iostream

SFML/Graphics.hpp