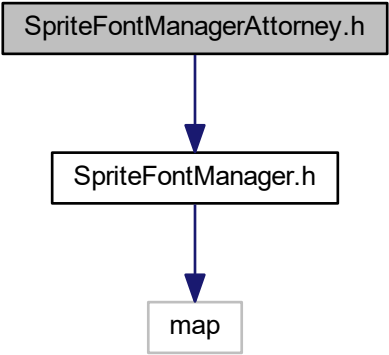


SpriteFontManagerAttorney.h



```
graph TD; A[SpriteFontManagerAttorney.h] --> B[SpriteFontManager.h]; B --> C[map];
```

SpriteFontManager.h

map