

engine/framework/include
/2XD2/framework/resource
_manager/DefaultConfigManager.h

```
graph TD; A["engine/framework/include<br>/2XD2/framework/resource<br>_manager/DefaultConfigManager.h"] --> B["IConfigManager.h"]; B --> C["string"]; B --> D["json.hpp"];
```

IConfigManager.h

string

json.hpp