

e2XD::framework::SFMLTexture
Manager::loadJsonTextureConfigIf
NotLoaded

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graph LR; A[e2XD::framework::SFMLTextureManager::loadJsonTextureConfigIfNotLoaded] --> B[e2XD::framework::SFMLTextureManager::isJsonTextureLoaded]; A --> C[e2XD::framework::SFMLTextureManager::loadJsonTextureConfig];
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The diagram illustrates a function call branching into two paths. A gray box on the left contains the text 'e2XD::framework::SFMLTextureManager::loadJsonTextureConfigIfNotLoaded'. Two blue arrows point from the right side of this box to two white boxes on the right. The top white box contains 'e2XD::framework::SFMLTextureManager::isJsonTextureLoaded' and the bottom white box contains 'e2XD::framework::SFMLTextureManager::loadJsonTextureConfig'.

e2XD::framework::SFMLTexture
Manager::isJsonTextureLoaded

e2XD::framework::SFMLTexture
Manager::loadJsonTextureConfig