

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];
```

The diagram illustrates a function call branching into two possible outcomes. A central box on the left represents the function `e2XD::framework::SFMLTextureManager::loadJsonTextureConfigIfNotLoaded`. Two blue arrows originate from the right side of this box, pointing to two separate boxes on the right. The top box represents the outcome where the texture is already loaded, `e2XD::framework::SFMLTextureManager::isJsonTextureLoaded`. The bottom box represents the outcome where the texture is not loaded and needs to be loaded, `e2XD::framework::SFMLTextureManager::loadJsonTextureConfig`.

e2XD::framework::SFMLTexture
Manager::isJsonTextureLoaded

e2XD::framework::SFMLTexture
Manager::loadJsonTextureConfig