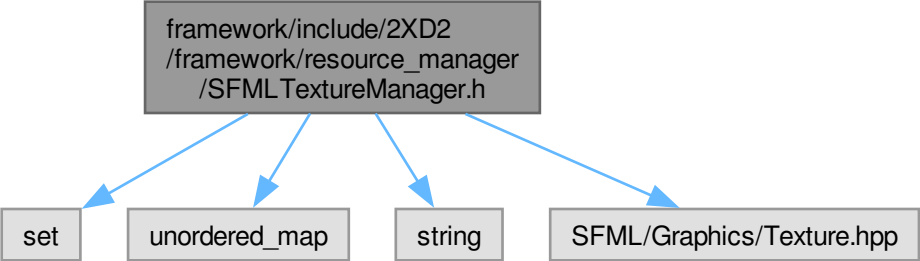


framework/include/2XD2
/framework/resource_manager
/SFMLTextureManager.h



```
graph TD; A["framework/include/2XD2  
/framework/resource_manager  
/SFMLTextureManager.h"] --> B["set"]; A --> C["unordered_map"]; A --> D["string"]; A --> E["SFML/Graphics/Texture.hpp"];
```

The diagram illustrates the dependencies of the header file `SFMLTextureManager.h`. It is located in the directory `framework/include/2XD2/framework/resource_manager`. Four blue arrows point from the header file box to its dependencies: `set`, `unordered_map`, `string`, and `SFML/Graphics/Texture.hpp`.

set

unordered_map

string

SFML/Graphics/Texture.hpp