

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

```
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 point from this box to two separate boxes on the right. The top box represents the state where the texture is already loaded, `e2XD::framework::SFMLTextureManager::isJsonTextureLoaded`. The bottom box represents the state 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