

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 possible outcomes. A central box on the left, with a gray background, contains the text 'e2XD::framework::SFMLTextureManager::loadJsonTextureConfigIfNotLoaded'. Two blue arrows point from the right side of this box to two separate boxes on the right. The top box contains 'e2XD::framework::SFMLTextureManager::isJsonTextureLoaded' and the bottom box contains 'e2XD::framework::SFMLTextureManager::loadJsonTextureConfig'.

e2XD::framework::SFMLTexture  
Manager::isJsonTextureLoaded

e2XD::framework::SFMLTexture  
Manager::loadJsonTextureConfig