

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 paths. A gray box on the left contains the text 'e2XD::framework::SFMLTextureManager::loadJsonTextureConfigIfNotLoaded'. Two blue arrows originate from the right side of this box. The top arrow points to a white box containing 'e2XD::framework::SFMLTextureManager::isJsonTextureLoaded'. The bottom arrow points to another white box containing 'e2XD::framework::SFMLTextureManager::loadJsonTextureConfig'.

e2XD::framework::SFMLTexture  
Manager::isJsonTextureLoaded

e2XD::framework::SFMLTexture  
Manager::loadJsonTextureConfig