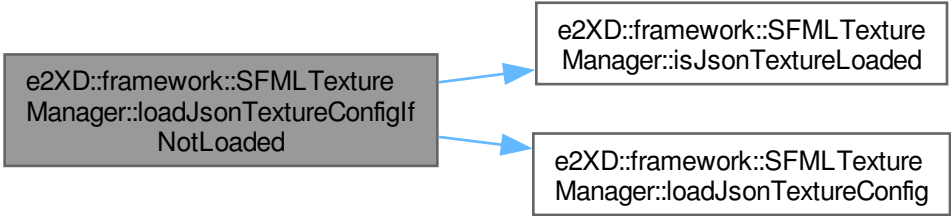


e2XD::framework::SFMLTexture
Manager::loadJsonTextureConfigIf
NotLoaded



```
graph LR; A["e2XD::framework::SFMLTexture Manager::loadJsonTextureConfigIf NotLoaded"] --> B["e2XD::framework::SFMLTexture Manager::isJsonTextureLoaded"]; A --> C["e2XD::framework::SFMLTexture Manager::loadJsonTextureConfig"]
```

e2XD::framework::SFMLTexture
Manager::isJsonTextureLoaded

e2XD::framework::SFMLTexture
Manager::loadJsonTextureConfig