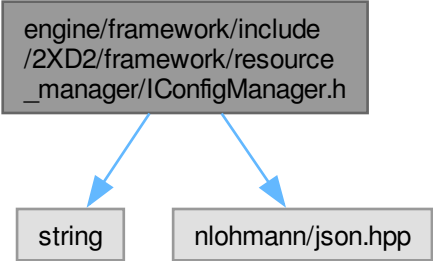


engine/framework/include  
/2XD2/framework/resource  
\_manager/IConfigManager.h



```
graph TD; A["engine/framework/include  
/2XD2/framework/resource  
_manager/IConfigManager.h"] --> B["string"]; A --> C["nlohmann/json.hpp"]
```

The diagram illustrates the dependencies of the header file `IConfigManager.h`. It is located in the path `engine/framework/include/2XD2/framework/resource_manager/`. Two blue arrows point from the bottom of the header file box to two separate boxes below it, indicating that the header file depends on `string` and `nlohmann/json.hpp`.

string

nlohmann/json.hpp