

framework/include/2XD2
/framework/resource_manager
/SFMLTextureManager.h

```
graph TD; A["framework/include/2XD2  
/framework/resource_manager  
/SFMLTextureManager.h"] --> B["set"]; A --> C["unordered_map"]; A --> D["string"]; A --> E["SFML/Graphics/Texture.hpp"];
```

set

unordered_map

string

SFML/Graphics/Texture.hpp