

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

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

IConfigManager.h

string

nlohmann/json.hpp