

engine/framework/include  
/2XD2/framework/exceptions  
/FileLoadingFailedException.h

```
graph BT; A["engine/framework/src/resource_manager/DefaultConfigManager.cpp"] --> B["engine/framework/include/2XD2/framework/exceptions/FileLoadingFailedException.h"]; C["engine/framework/src/resource_manager/DefaultFontManager.cpp"] --> B; D["engine/framework/src/resource_manager/SFMLAnimationManager.cpp"] --> B; E["engine/framework/src/resource_manager/SFMLTextureManager.cpp"] --> B;
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engine/framework/src  
/resource\_manager/DefaultConfig  
Manager.cpp

engine/framework/src  
/resource\_manager/DefaultFont  
Manager.cpp

engine/framework/src  
/resource\_manager/SFMLAnimation  
Manager.cpp

engine/framework/src  
/resource\_manager/SFMLTexture  
Manager.cpp