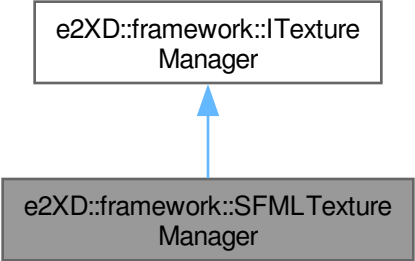


e2XD::framework::ITexture
Manager



```
classDiagram
    class ITextureManager["e2XD::framework::ITextureManager"]
    class SFMLTextureManager["e2XD::framework::SFMLTextureManager"]
    SFMLTextureManager --|> ITextureManager
```

e2XD::framework::SFMLTexture
Manager