Resource Loader

The resource loader is a utility class which will load the various resources defined in resource.h from JSON formatted files into the resource manager. The various static functions require the file path of the resource being loaded.

The file contents will be loaded into a json object. This object can then be read to retrieve the various object specific information needed to load the resource. Resources will be created and then registered with the resource manager.

The resource loader class also contains functions needed for a bit of string-to-type conversion for values that are the result of other expressions or require classes. For example, the size of a vertex buffer is dependant on the renderer batch capacity.

The resource loader will typically be used by the **SceneLoader** class defined in the sandbox application to load the resources by scene.

**getSize** – A function to return the size of a data type. Used when we need to calculate the size of a buffer.

**getCapacity** – A function to return the count of a certain object. Used when we need to calculate the size of a buffer. For example the size of a vertex buffer is calculated when the size of the datatype and the capacity of the renderer.

**SDT::convertStringToSDT** – A function defined in shaderDataType to convert a string into the shader data type required for defining the buffer layouts.