

ant::AssetManager

- textures
- images
- fonts

- + AssetManager()
- + loadAssets()
- + addTexture()
- + getTexture()
- + hasTexture()
- + removeTexture()
- + addImage()
- + getImage()
- + hasImage()
- + removeImage()
- + addFont()
- + getFont()
- + hasFont()
- + removeFont()
- + clear()
- + ~AssetManager()