

Assets

- + ~Assets()
- + void addTexture(const std::string &name, const std::string &path)
- + void addSoundBuffer(const std::string &name, const std::string &path)
- + void addFont(const std::string &name, const std::string &path)
- + void addAnimation(const std::string &name, const Animation &animation)
- + void addBackground(const int name, const int index2, const sf::Texture &)
- + void addMusic(const std::string &name, const std::string &path)
- + sf::Texture & getTexture(const std::string &name)
- + sf::SoundBuffer & getSoundBuffer(const std::string &name)
- + sf::Sound & getSound(const std::string &name)
- + sf::Font & getFont(const std::string &name)
- + Animation & getAnimation(const std::string &name)
- + Background & getBackground(const int name)
- + sf::Music * getMusic(const std::string &name)
- + void loadFromFile(const std::string &path)