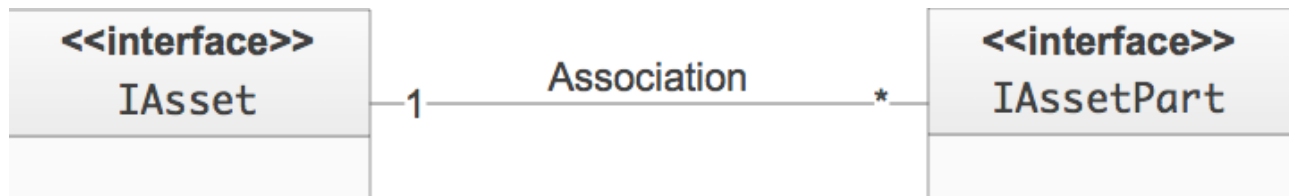
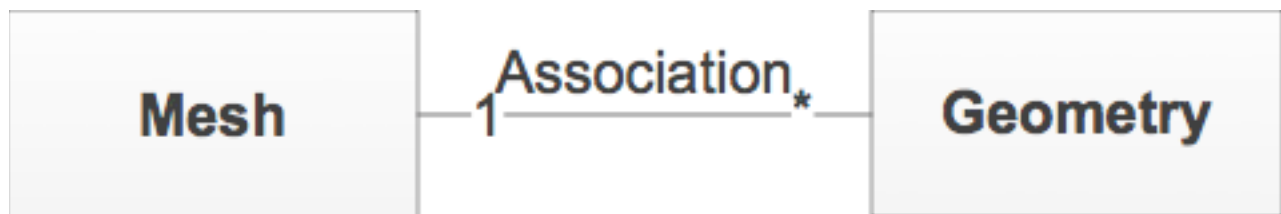


## Assets

Assets are the primary content objects in Balder. These are the types one loads and can use in the pipeline. One asset can potentially have one or more asset part. The asset is normally a logical grouping of asset parts.



A good example of this would be a Mesh. The Mesh is what you typically load and is the asset, but it contains one or more Geometry objects that represent asset parts.



## Content

Ideally, all content is loaded statically at start up. There are scenarios where one wants to load content dynamically during the runtime of an application, but these are considered more “exotic” and therefore something that Balder does support but it is not recommended way of doing things. The reasoning for this is basically a performance issue. Loading of assets through the content system is today done synchronously - so performance is directly impacted. Therefore it's very important to have everything loaded before entering the runtime of Balder.

The ContentManager is the one managing the loading of any content into Balder. The first thing it will do is to identify whether or not the content already exists in the in-memory cache that Balder holds for all assets it has loaded. If the content exists in cache, it will return that, if not it will go and find an AssetLoader that is capable of loading the asset based upon the extension of the file. Once the asset is loaded, the asset parts returned from the loader will be handed over to the asset itself and the asset can then be used inside the Balder runtime.

