Asset Management for JVM Applications

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- Application software has to manage a diverse range of assets
  - Graphics
  - Sound
  - Natives

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  - Security

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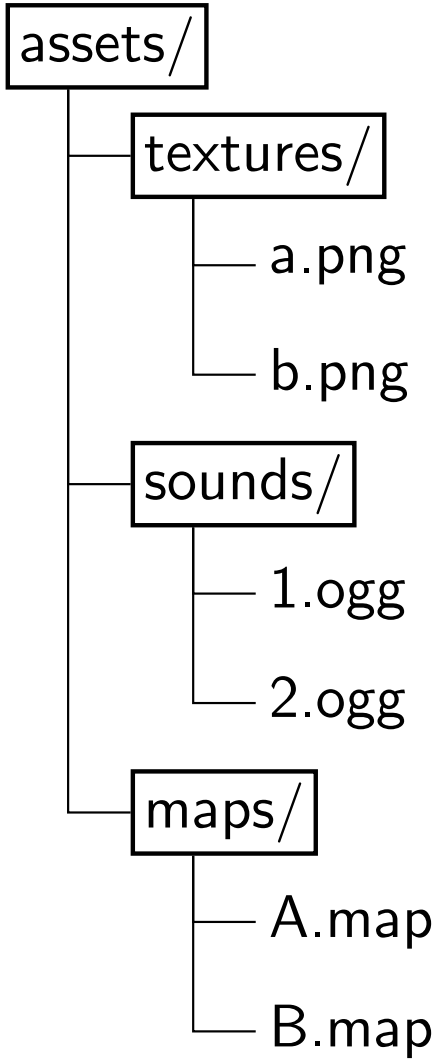
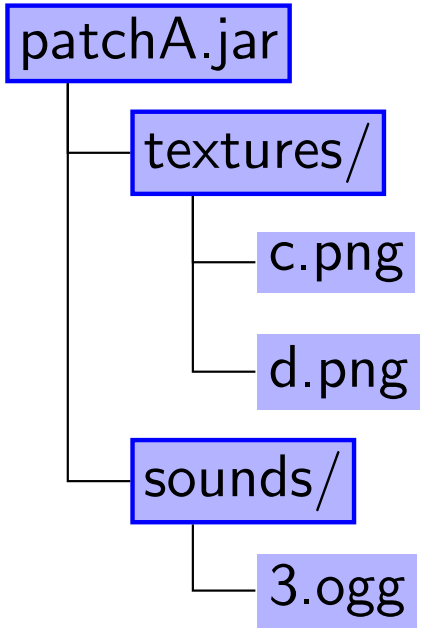
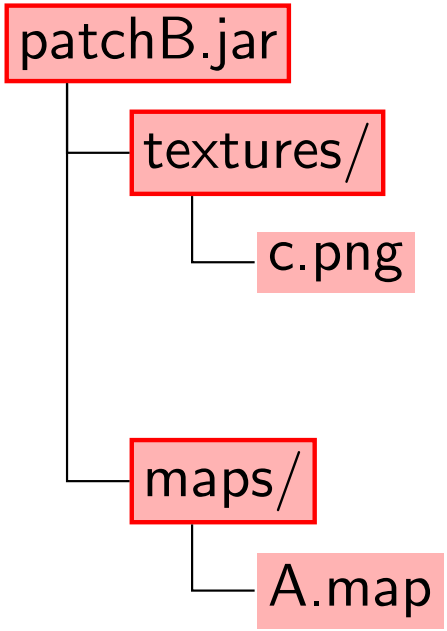
- Modularity
  - Patches can be 'spliced in' by overwriting existing files
  - Overwriting controlled through a load order policy
- Compatibility
  - Archives mounted as directories
  - Platforms with multiple content roots (i.e. Android) fused into one directory tree
  - VFS handles OS or platform-specific details

Example: Before Melding







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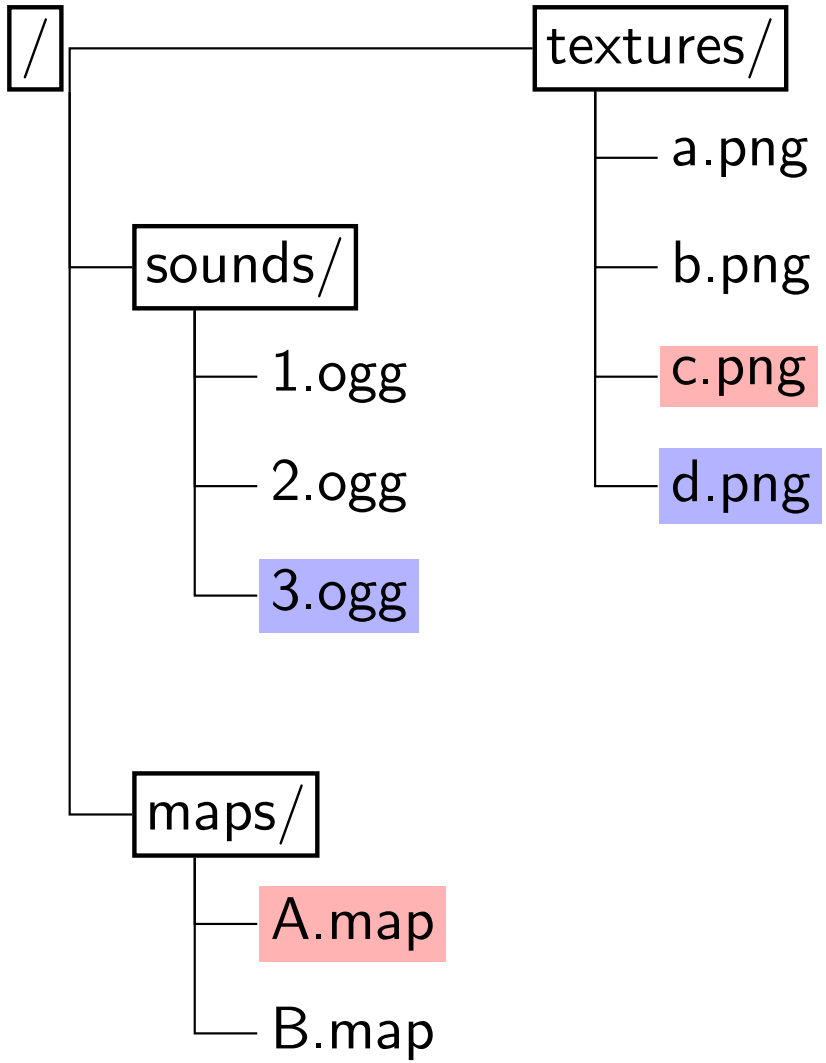

Previous Work

- UnionFS
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  - Kernel-level extension
  - Provides a union mount for POSIX devices
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- Pathway Resource Manager
  - `https://github.com/MeteorCode/Pathway`
  - Component of the Pathway game engine
  - Implemented by Hawk Weisman and Max Clive at MeteorCode Labs
  - Scala/Java

Proposal

- Expand Pathway resource manager to a standalone library
  - Improve core algorithm and architecture
  - Use Java Security API to disallow writes outside of virtual file system
  - Extend functionality to handle additional platforms, media types, natives
  - Add idiomatic Scala functional API

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- Evaluation
  - Integration testing with edge cases
  - Testing with ‘malicious’ code to ensure security
  - Release as open-source library and collect user feedback