

ResourceManager

- + addTexture()
- + addCreatedTexture()
- + getTexture()
- + addModel()
- + drawModel()
- + drawModel()
- + playSound()
- + playBackgroundSound()
- + stopBackgroundSound()
- + GenerateShader()
- + GetShaderProram()
- + addCubeTexture()
- + Instance()
- ResourceManager()
- ~ResourceManager()