

```
dotnamecpp::assets  
::AssetManagerFactory
```

```
+ static std::shared  
  _ptr< IAssetManager  
    > createDefault(const  
      std::filesystem::path  
        &executablePath, const  
          std::string &appName)  
+ static std::shared  
  _ptr< IAssetManager  
    > create(std::filesystem  
      ::path assetsPath)
```