

dotnamecpp::assets
 ::IAssetManager

- + virtual ~IAssetManager ()=default
- + virtual const std::filesystem::path & getAssetsPath() const =0
- + virtual std::filesystem::path resolveAsset(const std::filesystem::path &relativePath) const =0
- + virtual bool assetExists(const std::filesystem::path &relativePath) const =0
- + virtual bool validate() const =0



dotnamecpp::assets
 ::AssetManager

- + AssetManager(std::filesystem::path assetsPath)
- + const std::filesystem::path & getAssetsPath() const override
- + std::filesystem::path resolveAsset(const std::filesystem::path &relativePath) const override
- + bool assetExists(const std::filesystem::path &relativePath) const override
- + bool validate() const override
- + static std::unique_ptr< IAssetManager > create(const std::filesystem::path &executablePath, const std::string &appName)