

dotnamecpp::utils::
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