dotnamecpp::utils:: ICustomStringsLoader

+ virtual ~ICustomStringsLoader ()=default

+ virtual Result< nlohmann ::json, JsonError > load () const =0

+ virtual std::optional < std::string > getPath (const std::string &id) const =0

+ virtual std::optional < std::string > getCustomKey (const std::string &id, const std::string &key) const =0

+ virtual std::optional < std::string > getLocalized String(const std::string &id, const std::string &locale ="en") const =0

dotnamecpp::utils:: CustomStringsLoader

+ CustomStringsLoader (std::shared_ptr< IAssetManager > assetManager, std::shared _ptr< IJsonSerializer > jsonSerializer, std::string filename="customstrings.json")

+ CustomStringsLoader (const CustomStringsLoader &)=delete

+ CustomStringsLoader & operator=(const CustomStrings Loader &)=delete

+ CustomStringsLoader (CustomStringsLoader &&)=delete

+ CustomStringsLoader & operator=(CustomStrings Loader &&)=delete

+ ~CustomStringsLoader () override=default

+ Result< nlohmann::json, JsonError > load() const override

+ std::optional< std ::string > getPath(const std::string &id) const override

+ std::optional< std ::string > getCustomKey (const std::string &id, const std::string &key) const override

+ std::optional< std ::string > getLocalizedString (const std::string &id, const std::string &locale="en") const override