

dotnamecpp::utils::  
IAssetManager

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