

nixoncpp::utils::IPlatformInfo
<div></div> <div> + virtual ~IPlatformInfo ()=default + virtual Platform getPlatform () const =0 + virtual std::string getPlatformName() const =0 + virtual Result< std ::filesystem::path, FileError > getExecutablePath () const =0 + virtual Result< std ::filesystem::path, FileError > getExecutableDirectory () const =0 + virtual bool isWindows () const =0 + virtual bool isLinux () const =0 + virtual bool isMacOS () const =0 + virtual bool isEmscripten () const =0 </div>

nixoncpp::utils::EmscriptenPlatformInfo
<div></div> <div> + EmscriptenPlatformInfo ()=default + EmscriptenPlatformInfo (const EmscriptenPlatformInfo &)=delete + EmscriptenPlatformInfo & operator=(const Emscripten PlatformInfo &)=delete + EmscriptenPlatformInfo (EmscriptenPlatformInfo &&)=delete + EmscriptenPlatformInfo & operator=(EmscriptenPlatform Info &&)=delete + ~EmscriptenPlatformInfo () override=default + Platform getPlatform () const override + std::string getPlatformName () const override + Result< std::filesystem ::path, FileError > getExecutable Path() const override + Result< std::filesystem ::path, FileError > getExecutable Directory() const override + bool isWindows() const override + bool isLinux() const override + bool isMacOS() const override + bool isEmscripten() const override </div>

nixoncpp::utils::UnixPlatformInfo
<div></div> <div> + UnixPlatformInfo() =default + UnixPlatformInfo(const UnixPlatformInfo &)=delete + UnixPlatformInfo & operator=(const UnixPlatform Info &)=delete + UnixPlatformInfo(UnixPlatform Info &&)=delete + UnixPlatformInfo & operator=(UnixPlatformInfo &&)=delete + ~UnixPlatformInfo () override=default + Platform getPlatform () const override + std::string getPlatformName () const override + Result< std::filesystem ::path, FileError > getExecutable Path() const override + Result< std::filesystem ::path, FileError > getExecutable Directory() const override + bool isWindows() const override + bool isLinux() const override + bool isMacOS() const override + bool isEmscripten() const override </div>

nixoncpp::utils::WindowsPlatformInfo
<div></div> <div> + WindowsPlatformInfo ()=default + WindowsPlatformInfo (const WindowsPlatformInfo &)=delete + WindowsPlatformInfo & operator=(const Windows PlatformInfo &)=delete + WindowsPlatformInfo (WindowsPlatformInfo &&)=delete + WindowsPlatformInfo & operator=(WindowsPlatform Info &&)=delete + ~WindowsPlatformInfo () override=default + Platform getPlatform () const override + std::string getPlatformName () const override + Result< std::filesystem ::path, FileError > getExecutable Path() const override + Result< std::filesystem ::path, FileError > getExecutable Directory() const override + bool isWindows() const override + bool isLinux() const override + bool isMacOS() const override + bool isEmscripten() const override </div>