nixoncpp::assets::IAsset Manager

+ 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

nixoncpp::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 &executable Path, const std::string &appName)