

nixoncpp::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