

nixoncpp::assets::IAsset
Manager

- + 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



MockAssetManager

- + MockAssetManager(std::filesystem::path mockPath)
- + const std::filesystem::path & getAssetsPath()
() const override
- + std::filesystem::path resolveAsset(const std::filesystem::path &relativePath)
const override
- + bool assetExists(const std::filesystem::path &)
const override
- + bool validate() const
override
- + void setMockExists(bool exists)
- + void setMockValid(bool valid)