

nixoncpp::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