LouiEriksson::Engine ::Resources

+ static void Preload()
+ static bool TryGetAudio
(const std::string &_name,
 std::shared_ptr< Audio::
AudioClip > &_output) noexcept
+ static bool TryGetMesh
(const std::string &_name,
 std::shared_ptr< Graphics
::Mesh > &_output) noexcept
+ static bool TryGetMaterial
(const std::string &_name,
 std::shared_ptr< Graphics
::Material > &_output) noexcept
+ static bool TryGetTexture
(const std::string &_name,
 std::shared_ptr< Graphics
::Texture > &_output) noexcept
+ static bool TryGetShader
(const std::string &_name,
 std::shared_ptr< Graphics
::Shader > &_output) noexcept
+ static const std::weak
_ptr< Audio::AudioClip
 > GetAudio(const std::
string &_name)
+ static const std::weak
_ptr< Graphics::Mesh >
 GetMesh(const std::string
 &_name)
+ static const std::weak
_ptr< Graphics::Material
 > GetMaterial(const std
::string &_name)
+ static const std::weak
_ptr< Graphics::Texture
 > GetTexture(const std
::string &_name)
+ static const std::weak
_ptr< Graphics::Shader
 > GetShader(const std
::string &_name)