

LouiEriksson::File

```
+ File()=delete
+ File(const File &
  _other)=delete
+ ~File()=delete
+ File & operator=(const
  File & _other)=delete
+ static std::string
  ReadAllText(const std
  ::filesystem::path &_path)
+ static bool TryLoad
  (const std::filesystem
  ::path &_path, std::shared
  _ptr< AudioClip > &_output)
+ static bool TryLoad
  (const std::filesystem
  ::path &_path, std::shared
  _ptr< Texture > &_output,
  GLenum _format, bool _generateMipmaps)
+ static bool TryLoad
  (const std::filesystem
  ::path &_path, std::shared
  _ptr< Mesh > &_output)
+ static bool TryLoad
  (const std::filesystem
  ::path &_path, std::shared
  _ptr< Material > &_output)
+ static bool TryLoad
  (const std::array< std
  ::filesystem::path, 6
  > &_paths, std::shared
  _ptr< Cubemap > &_output,
  GLenum _format, bool _generateMipmaps)
```