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 std::weak_ptr < Audio::AudioClip > GetAudio(const std::string &_name) + static std::weak_ptr < Graphics::Mesh > GetMesh (const std::string &_name) + static std::weak_ptr < Graphics::Material > GetMaterial(const std ::string &_name) + static std::weak_ptr < Graphics::Texture > GetTexture(const std ::string &_name) + static std::weak_ptr < Graphics::Shader > GetShader(const std:: string &_name)