

LouiEriksson::Resources

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