

LouiEriksson::Engine
::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< Audio::AudioClip >
  &_output)
+ static bool TryLoad
  (const std::filesystem
  ::path &_path, std::shared
  _ptr< Graphics::Texture >
  &_output, GLenum _format,
  bool _generateMipmaps)
+ static bool TryLoad
  (const std::filesystem
  ::path &_path, std::shared
  _ptr< Graphics::Mesh > &
  _output)
+ static bool TryLoad
  (const std::filesystem
  ::path &_path, std::shared
  _ptr< Graphics::Material
  > &_output)
+ static bool TryLoad
  (const std::array< std
  ::filesystem::path, 6
  > &_paths, std::shared
  _ptr< Graphics::Cubemap
  > &_output, GLenum _format,
  bool _generateMipmaps)
```