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< 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)