Candera AssetLoader

Asynchronous asset loading

Assets can be loaded asynchronously now. A new CMake flag CANDERA_ASSETLOADER_WORKER_THREAD_ENABLED specifies if the asynchronous asset load requests are handled on a dedicated thread or on the caller one. To load the assets asynchronously, a new interface was added - AsyncAssetProviderProxy - available from any AssetProvider implementation via the AssetProvider::AsyncProxy() method.

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