

LouiEriksson::Engine ::Serialisation

```
+ Serialisation()=delete
+ Serialisation(const
  Serialisation &_other)
=delete
+ ~Serialisation()=delete
+ Serialisation & operator
=(const Serialisation &
  _other)=delete
+ float Deserialise(const
  std::string &_str, const
  Serialisation::Format &
  _method)
+ static std::string
  ParseNext(cereal::XMLInput
  Archive &_xml, int _log=0)
+ static std::string
  Serialise(const glm
  ::vec3 &_value, const
  Format &_method=Format::XML)
+ static std::string
  Serialise(const glm
  ::quat &_value, const
  Format &_method=Format::XML)
+ static T Deserialise
  (const std::string &
  _str, const Format &_method
  =Format::XML)
```