## LouiEriksson::ECS:: Component

+ virtual std::type\_index TypeID() const noexcept=0 + virtual const std:: weak\_ptr< GameObject > & Parent() const noexcept # Component(const std

::weak\_ptr< GameObject
> &\_parent) noexcept
# virtual ~Component()

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## LouiEriksson::Graphics ::Renderer

+ Renderer(const std ::weak ptr< ECS::GameObject

> &\_parent) noexcept + ~Renderer() override

+ std::type\_index TypeID () const noexcept override

+ void SetMesh(const std::weak\_ptr< Mesh > & mesh) noexcept

+ const std::weak\_ptr < Mesh > GetMesh() noexcept

+ void SetMaterial(const std::weak\_ptr< Material > & material) noexcept

+ const std::weak\_ptr

< Material > GetMaterial () noexcept + void SetTransform(const

std::weak\_ptr< Transform > & transform) noexcept

+ const std::weak\_ptr
< Transform > GetTransfor

< Transform > GetTransform () noexcept