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LouiEriksson::ECS::
Component
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+ virtual const std::
weak_ptr< GameObject
> & Parent() const noexcept
Component(const std
::weak_ptr< GameObject
> & parent) noexcept

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virtual ~Component()

LouiEriksson::Audio ::AudioListener

+ AudioListener(const

+ void Init()

std::weak_ptr< ECS:: GameObject > &_parent) noexcept + ~AudioListener() override

+ void Tick()
+ void Gain(const float

&_value) noexcept + const float & Gain () const noexcept