LouiEriksson::ECS::Component

+ virtual const std::
weak_ptr< GameObject
> & Parent() const noexcept
Component(const std
::weak_ptr< GameObject
> &_parent) noexcept
virtual ~Component()

LouiEriksson::Audio::AudioSource

+ AudioSource(const
std::weak_ptr< ECS
::GameObject > &_parent)
+ ~AudioSource() override
+ void Tick()
+ void Play(const bool
&_allowFallback=true)
+ void Pause() const
+ void Stop() const
+ void Clip(const std
::weak_ptr< AudioClip
> &_value) noexcept
+ const std::weak_ptr
< AudioClip > & Clip
() const noexcept
+ ALenum State() const
+ void Global(const bool
&_value)
+ const bool & Global
() const noexcept
+ void Loop(const bool
&_value)
+ const bool & Loop()
const noexcept
+ void MinDistance(const
float &_value)
+ const float & MinDistance
() const noexcept
+ void MaxDistance(const
float &_value)
+ const float & MaxDistance
() const noexcept
+ void Pitch(const float
&_value)
+ const float & Pitch
() const noexcept
+ void Gain(const float
&_value)
+ const float & Gain
() const noexcept
+ void MinGain(const
float &_value)
+ const float & MinGain
() const noexcept
+ void MaxGain(const
float &_value)
+ const float & MaxGain
() const noexcept
+ void Rolloff(const
float &_value)
+ const float & Rolloff
() const noexcept
+ void MinAngle(const
float &_value)
+ const float & MinAngle
() const noexcept
+ void MaxAngle(const
float &_value)
+ const float & MaxAngle
() const noexcept
+ void PlaybackPosition
(const float &_value)
const
+ float PlaybackPosition
() const
+ void PlaybackPosition
(const ALenum &_param,
const int &_value) const
+ int PlaybackPosition
(const ALenum &_param)
const