LouiEriksson::Engine ::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()
```

LouiEriksson::Engine ::Script

```
# Script(const std::
weak_ptr< ECS::GameObject
> &_parent) noexcept
# ~Script() override
=default
# virtual void Begin()
# virtual void Tick()
# virtual void FixedTick()
# virtual void OnCollision
(const Physics::Collision
&_collision)
```

LouiEriksson::Engine ::Audio::AudioSource

```
+ AudioSource(const
std::weak_ptr< ECS
::GameObject > &_parent)
+ ~AudioSource() override
+ std::type_index TypeID
() const noexcept override
+ void Begin() override
+ void Tick() override
+ 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
```

LouiEriksson::Engine ::Audio::AudioListener

```
+ AudioListener(const
std::weak_ptr< ECS::
GameObject > &_parent)
noexcept
+ ~AudioListener() override
+ std::type_index TypeID
() const noexcept override
+ void Begin() override
+ void Tick() override
+ void Gain(const float
&_value) noexcept
+ const float & Gain
() const noexcept
```

LouiEriksson::Game ::Scripts::Ball

```
+ Ball(const std::weak
_ptr< ECS::GameObject
> &_parent) noexcept
+ ~Ball() override
+ std::type_index TypeID
() const noexcept override
# void Begin() override
# void Tick() override
# void FixedTick() override
# void OnCollision(const
Physics::Collision &
_collision) override
```

LouiEriksson::Game ::Scripts::FlyCam

```
# std::weak_ptr< Graphics
::Camera > m_Camera
# std::weak_ptr< Transform
> m_Transform
# std::weak_ptr< Audio
::AudioListener > m_AudioListener
# std::weak_ptr< Audio
::AudioSource > m_GunSound
# glm::vec3 m_Motion
# float m_MoveSpeed
# float m_LookSpeed
# glm::vec3 m_Rotation
```

```
+ FlyCam(const std::
weak_ptr< ECS::GameObject
> &_parent) noexcept
+ ~FlyCam() override
+ std::type_index TypeID
() const noexcept override
# void Begin() override
# void Tick() override
# void SyncCameraSettings
() noexcept
```

LouiEriksson::Game ::Scripts::OrbitCam

```
# std::weak_ptr< Graphics
::Camera > m_Camera
# std::weak_ptr< Transform
> m_Transform
# glm::vec3 m_Target
# float m_AnimationProgress
```

```
+ OrbitCam(const std
::weak_ptr< ECS::GameObject
> &_parent) noexcept
+ ~OrbitCam() override
+ std::type_index TypeID
() const noexcept override
# void Begin() override
# void Tick() override
# void SyncCameraSettings
() noexcept
```

LouiEriksson::Game ::Scripts::Plane

```
# static std::weak_ptr
< Graphics::Material
> m_Material
```

```
+ Plane(const std::weak
_ptr< ECS::GameObject
> &_parent) noexcept
+ ~Plane() override
+ std::type_index TypeID
() const noexcept override
# void Begin() override
# void Tick() override
```