## LouiEriksson::ECS:: Component

+ virtual const std::
weak\_ptr< GameObject
> & Parent() const noexcept
# Component(const std

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



+ Light(const std::weak

\_ptr< ECS::GameObject > & parent)

+ ~Light() override + void Type(const Light

+ void Type(const Light ::Parameters::Type &\_type) + const Parameters::Type

& Type() const noexcept