

LouiEriksson::Engine  
::Utils

```
+ static std::vector  
< std::string > Split  
(const std::string &_string,  
  const char &_divider)  
+ static std::string  
  Trim(const std::string  
    &_string)  
+ static float Remap  
(const float &_val,  
  const float &_aMin,  
  const float &_aMax, const  
  float &_bMin, const float  
  &_bMax)  
+ static void Empty(std  
  ::queue< T > &_queue)  
+ static void ALDumpError  
(const bool &_silent=false)  
+ static void GLDumpError  
(const bool &_silent=false)  
+ static float Repeat  
(const float &_value,  
  const float &_max)  
+ static float Repeat  
(const float &_value,  
  const float &_min, const  
  float &_max)  
+ static float WrapAngle  
(const float &_degrees)  
+ static glm::vec3 WrapAngle  
(const glm::vec3 &_degrees)
```