```
LouiEriksson::Engine
       ::ECS::Component
 + virtual const 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()
                Д
LouiEriksson::Engine
      ::Physics::Rigidbody
+ Rigidbody(const std
::weak_ptr< ECS::GameObject
   &_parent) noexcept
-Rigidbody() override
> &
 default=
+ const std::type_index
TypeID() const noexcept
override
+ void Interpolate()
+ void Sync()
+ const std::vector<
Collision > & Collisions
() const noexcept
+ void SetTransform(const
std::weak_ptr<
> &_transform)
                  Transform
+ const std::weak
                      ptr
< Transform > & GetTransform
() const noexcept
+ void SetCollider(const
std::weak_ptr< Collider
> &_collider)
+ const std::weak_ptr
< Collider > & GetCollider
() const noexcept
+ void Position(const
glm::vec3 &_value)
+ const glm::vec3 & Position()
+ void Rotation(const
glm::quat &_value)
+ const glm::quat & Rotation()
+ void Kinematic(const
bool &_value)
+ const bool & Kinematic
() const noexcept
+ void Gravity(const
bool &_value)
+ const bool & Gravity
() const noexcept+ void Velocity(const
glm::vec3 &_value)
+ glm::vec3 Velocity
() const
+ void AngularVelocity
(const glm::vec3 &_value)
+ glm::vec3 AngularVelocity
() const
  void AddForce(const
glm::vec3 &_value,
const glm::vec3 &_relativ
Position=glm::vec3(0.0f))
                      relative

    glm::vec3 GetForce

() const
+ void Mass(const float
&_value)
+ const float & Mass
() const noexcept
+ void Drag(const float
&_value)
+ const float & Drag
() const noexcept
+ void AngularDrag(const
float &_value)
+ const float & AngularDrag
() const noexcept

    void Friction(const

float &_value)
```

+ const float & Friction () const noexcept

float &_value)

() const noexcept

+ void Bounciness(const

+ const float & Bounciness