LouiEriksson::Physics ::Collider # Type m_Type # std::shared ptr< btCollision

Shape > m_CollisionShape # std::weak_ptr< Transform > m_Transform # std::weak_ptr< Rigidbody

> m_Rigidbody + Collider(const std

::shared_ptr< ECS::GameObject > &_parent) noexcept

+ ~Collider() override =default

+ virtual void SetTransform (const std::weak_ptr< Transform > & transform) noexcept

+ const std::weak_ptr
< Transform > & GetTransform

() const noexcept+ void SetRigidbody(const

std::weak_ptr< Rigidbody > &_transform) noexcept

+ const std::weak_ptr< Rigidbody > & GetRigidbody() const noexcept

+ void SetType(const Type &_type) noexcept

+ const Type & GetType
() const noexcept