```
+ virtual std::shared
_ptr< GameObject > Parent
() const
# Component(const std
::shared ptr< GameObject
```

> &_parent) noexcept # virtual ~Component()

À

LouiEriksson::Audio ::AudioListener

+ AudioListener(const std::shared_ptr< ECS ::GameObject > &_parent) noexcept + ~AudioListener() override + void Init() + void Tick()

+ void Gain(const float &_value) noexcept + const float & Gain () const noexcept