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 ::weak_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