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() LouiEriksson::Engine ::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 LouiEriksson::Engine ::Physics::PlaneCollider

+ PlaneCollider(const std::weak_ptr< ECS:: GameObject > &_parent)

noexcept + ~PlaneCollider() override

+ const std::type_index TypeID() const noexcept

override

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

override

LouiEriksson::Engine ::Physics::SphereCollider

+ SphereCollider(const std::weak_ptr< ECS:: GameObject > &_parent)

+ ~SphereCollider()

override

+ const std::type index TypeID() const noexcept override

+ void Radius(const float & radius)

+ float Radius() const