```
LouiEriksson::ECS::
            Component
  + virtual std::shared
   _ptr< GameObject > Parent
  () const
  # Component(const std
  ::shared_ptr< GameObject
    &_parent) noexcept
  # virtual ~Component()
                  Д
LouiEriksson::Physics
            ::Rigidbody
+ Rigidbody(const std
::shared_ptr< ECS::GameObject
> &_parent) noexcept
+ ~Rigidbody() override
=default
+ 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
< 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
  ool &_value)
const bool & Kinematic
bool &
() 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
+ void Addi 6.
glm::vec3 &_value,
talm::vec3 &_relative
const glm::vec3 &_relativ
Position=glm::vec3(0.0f))
+ 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
```

void Bounciness(const

const float & Bounciness

float &\_value)

() const noexcept