```
LouiEriksson::Engine
      ::ECS::Component
+ virtual std::type_index
TypeID() const noexcept=
+ virtual const std::
weak
       _ptr< GameObject
 > & Parent() const noexcept
# Component(const std
::weak_ptr< GameObject
> &_parent) noexcept
# virtual ~Component()
LouiEriksson::Engine
             ::Script
# Script(const std::
weak_ptr< ECS::GameObject
> &_parent) noexcept
   ~Ścript() override
=default
# virtual void Begin()
# virtual void Tick()
# virtual void FixedTick()
# virtual void OnCollision
(const Physics::Collision
&_collision)
                Д
LouiEriksson::Engine
     ::Audio::AudioSource
+ AudioSource(const
std::weak_ptr< ECS
::GameObject > &_parent)
+ ~AudioSource() override
+ std::type_index_TypeID
() const noexcept override
+ void Begin() override
+ void Tick() override
+ void Play(const bool
 &_allowFallback=true)
+ void Pause() const
+ void Stop() const
+ void Clip(const std
::weak_ptr< AudioClip
> &_value) noexcept
+ const std::weak_ptr
< AudioClip > & Clip
() const noexcept
+ ALenum State() const
+ void Global(const bool
 &_value)
+ const bool & Global
() const noexcept

    void Loop(const bool

&_value)
+ const bool & Loop()
const noexcept
+ void MinDistance(const
         value)
float &
  const float & MinDistance
() const noexcept
+ void MaxDistance(const
float &_value)
+ const float & MaxDistance
() const noexcept
+ void Pitch(const float
   value)
+ const float & Pitch
() const noexcept
+ void Gain(const float
&_value)
  const float & Gain
() const noexcept
+ void MinGain(const
float &_value)
+ const float & MinGain
() const noexcept
  void MaxGain(const
float &_value)
+ const float & MaxGain
() const noexcept

    void Rolloff(const

float &_
          _value)
  const float & Rolloff
() const noexcept
+ void MinAngle(const
float &_value)
+ const float & MinAngle
() const noexcept
  void MaxAngle(const
float &_value)
+ const float & MaxAngle
() const noexcept
+ void PlaybackPosition (const float &_value)
const

    float PlaybackPosition

() const
+ void PlaybackPosition
const ALenum & param,
const int & value) const
+ int PlaybackPosition
(const ALenum &
(const ALenum &_param)
 const
```