LouiEriksson::ECS:: Component

- + virtual 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::Graphics ::Light

+ Light(const std::weak _ptr< ECS::GameObject

_pcr < 2e3...dameobjee > &_parent) + ~Light() override

+ std::type_index TypeID

() const noexcept override + void Type(const Light

+ void Type(const Light ::Parameters::Type &_type)

+ const Parameters::Type & Type() const noexcept