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 ::Script

Script(const std::
weak_ptr< ECS::GameObject
> & _parent) noexcept
~Script() override
=default
virtual void Begin()
virtual void Tick()
virtual void FixedTick()
virtual void OnCollision
(const Physics::Collision
& _collision)

LouiEriksson::Engine ::Audio::AudioSource

+ AudioSource(const
std::weak_ptr< ECS
::GameObject > & _parent)
+ ~AudioSource() override
+ const 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
float & _value)
+ 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 & _param)
const

LouiEriksson::Engine ::Audio::AudioListener

+ AudioListener(const
std::weak_ptr< ECS::
GameObject > & _parent)
noexcept
+ ~AudioListener() override
+ const std::type_index
TypeID() const noexcept
override
+ void Begin() override
+ void Tick() override
+ void Gain(const float
& _value) noexcept
+ const float & Gain
() const noexcept

LouiEriksson::Game ::Scripts::Ball

+ Ball(const std::weak
_ptr< ECS::GameObject
> & _parent) noexcept
+ ~Ball() override
+ const std::type_index
TypeID() const noexcept
override
void Begin() override
void Tick() override
void FixedTick() override
void OnCollision(const
Physics::Collision &
_collision) override

LouiEriksson::Game ::Scripts::FlyCam

std::weak_ptr< Graphics
::Camera > m_Camera
std::weak_ptr< Transform
> m_Transform
std::weak_ptr< Audio
::AudioListener > m_AudioListener
std::weak_ptr< Audio
::AudioSource > m_GunSound
glm::vec3 m_Motion
float m_MoveSpeed
float m_LookSpeed
glm::vec3 m_Rotation

+ FlyCam(const std::
weak_ptr< ECS::GameObject
> & _parent) noexcept
+ ~FlyCam() override
+ const std::type_index
TypeID() const noexcept
override
void Begin() override
void Tick() override
void SyncCameraSettings
() noexcept

LouiEriksson::Game ::Scripts::OrbitCam

std::weak_ptr< Graphics
::Camera > m_Camera
std::weak_ptr< Transform
> m_Transform
glm::vec3 m_Target
float m_AnimationProgress

+ OrbitCam(const std
::weak_ptr< ECS::GameObject
> & _parent) noexcept
+ ~OrbitCam() override
+ const std::type_index
TypeID() const noexcept
override
void Begin() override
void Tick() override
void SyncCameraSettings
() noexcept

LouiEriksson::Game ::Scripts::Plane

static std::weak_ptr
< Graphics::Material
> m_Material

+ Plane(const std::weak
_ptr< ECS::GameObject
> & _parent) noexcept
+ ~Plane() override
+ const std::type_index
TypeID() const noexcept
override
void Begin() override
void Tick() override