

LouiEriksson::Engine
::Time

+ Time()=delete
+ Time(const Time &
_other)=delete
+ ~Time()=delete
+ Time & operator=(const
Time &_other)=delete
+ Time & operator=(Time
&&_other)=delete
+ static void Scale(const
float &_value) noexcept
+ static const float
& Scale() noexcept
+ static const float
& Elapsed() noexcept
+ static float DeltaTime
() noexcept
+ static const float
& UnscaledDeltaTime
() noexcept
+ static void FixedDeltaTime
(const float &_value) noexcept
+ static float FixedDeltaTime
() noexcept
+ static const float
& FixedUnscaledDeltaTime
() noexcept