```
LouiEriksson::Engine
     ::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::Engine ::Graphics::Camera

+ Camera(const std:: weak\_ptr< ECS::GameObject

> &\_parent) + ~Camera( amera() override + std::type\_index TypeID () const noexcept override

+ void PreRender(const RenderFlags &\_flags) + void Render(const std

::vector< std::weak\_ptr < Renderer >> &\_renderers, const std::vector< std::

weak\_ptr< Light >> &\_lights) + void PostRender() + void SetWindow(const

std::weak\_ptr< Window > &\_window) + const std::weak < Window > GetWiˈndow

+ float Aspect() const+ void FOV(const float

() const noexcept + void FarClip(const

float &\_farClip) noexcept + const float & FarClip () const noexcept

+ static glm::vec4 ClearColor()

(glm::vec4\_color)

() const noexcept + void SetTransform(const std::weak\_ptr< Transform > &\_transform) noexcept Transform + const std::weak\_ptr < Transform > GetTransform () const noexcept

&\_fov) noexcept + const float & FOV() const noexcept + void NearClip(const float &\_nearClip) noexcept + const float & NearClip + const glm::mat4 & Projection() + glm::mat4 View() const + void SetDirty() noexcept+ static void ClearColor