

## LouiEriksson::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
```