

LouiEriksson::Engine ::Application

```
+ Application()=delete
+ Application(const
  Application &_other)
  =delete
+ ~Application()=delete
+ Application & operator
  =(const Application &
  _other)=delete
+ Application & operator
  =(Application &&_other)
  =delete
+ static int Main(const
  Hashmap< std::type_index,
  std::shared_ptr< Script
  >(*) (const std::weak_ptr
  < ECS::GameObject > &_parent)
  > &_initialisers)
+ static void Quit()
  noexcept
```