LouiEriksson::ECS:: Component

+ virtual const std::
weak_ptr< GameObject
> & Parent() const noexcept

Component(const std
::weak_ptr< GameObject
> & parent) noexcept

virtual ~Component()

LouiEriksson::Graphics ::Renderer

+ Renderer(const std ::weak ptr< ECS::GameObject

> &_parent) noexcept + ~Renderer() override

+ void SetMesh(const

std::weak_ptr< Mesh > &_mesh) noexcept

+ const std::weak_ptr < Mesh > GetMesh() noexcept + void SetMaterial(const

std::weak_ptr< Material > &_material) noexcept + const std::weak ptr

+ const std::weak_ptr < Material > GetMaterial () noexcept

+ void SetTransform(const std::weak_ptr< Transform

> &_transform) noexcept + const std::weak_ptr

< Transform > GetTransform () noexcept