## 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() Д LouiEriksson::Engine ::Physics::Collider # Type m Type # std::shared ptr< btCollision Shape > m\_CollisionShape # std::weak\_ptr< Transform > m\_Transform # std::weak\_ptr< Rigidbody > m\_Rigidbody + Collider(const std ::weak\_ptr< ECS::GameObject > &\_parent) noexcept + ~Collider() override =default + virtual void SetTransform (const std::weak\_ptr< Transform > &\_transform) noexcept + const std::weak\_ptr < Transform > & GetTransform () const noexcept + void SetRigidbody(const std::weak\_ptr< Rigidbody > &\_transform) noexcept + const std::weak\_ptr < Rigidbody > & GetRigidbody () const noexcept + void SetType(const Type &\_type) noexcept + const Type & GetType () const noexcept LouiEriksson::Engine LouiEriksson::Engine ::Physics::PlaneCollider ::Physics::SphereCollider + PlaneCollider(const + SphereCollider(const std::weak\_ptr< ECS:: std::weak ptr< ECS:: GameObject > &\_parent) GameObject > & parent) + ~SphereCollider() + ~PlaneCollider() override override + std::type\_index TypeID + std::type\_index TypeID

() const noexcept override

+ void Radius(const float

+ float Radius() const

& radius)

noexcept

override

() const noexcept override

+ void SetTransform(const

std::weak\_ptr< Transform

> & transform) noexcept