LouiEriksson::ECS:: Component + virtual std::shared

_ptr< GameObject > Parent () const # Component(const std

::shared_ptr< GameObject
> &_parent) noexcept
virtual ~Component()

Ť

LouiEriksson::Graphics ::Renderer

+ Renderer(const std ::shared_ptr< ECS::GameObject

> &_parent) noexcept + ~Renderer() override + void SetMesh(const

std::shared_ptr< Mesh
> &_mesh) noexcept
+ std::shared_ptr< Mesh

> GetMesh() noexcept
+ void SetMaterial(const
std::weak ptr< Material</pre>

&_material) noexcept+ std::weak_ptr< Material> GetMaterial() noexcept

+ void SetTransform(const std::shared_ptr< Transform

&_transform) noexcept+ std::shared_ptr< Transform> GetTransform() noexcept