```
LouiEriksson::Engine
     ::ECS::Component
+ virtual const 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()

LouiEriksson::Engine ::Graphics::Camera

+ Camera(const std::

weak ptr< ECS::GameObject > &_parent)

+ ~Camera() override + const std::type_index

TypeID() const noexcept override + void PreRender(const

RenderFlags &_flags) + void Render(const std ::vector< std::weak_ptr

< Renderer >> &_renderers, const std::vector < std:: weak_ptr< Light >> &_lights)
+ void PostRender()

+ void SetWindow(const std::weak_ptr< Window > & window) ptr

+ const std::weak < Window > & GetWindow () const noexcept + void SetTransform(const std::weak_ptr< Transform

> & transform) noexcept + const std::weak_ptr < Transform > & GetTransform

() const noexcept + float Aspect() const + void FOV(const float

const noexcept

&_fov) noexcept + const float & FOV()

void NearClip(const

float &_nearClip) noexcept

+ const float & NearClip

() const noexcept + void FarClip(const float & farClip) noexcept + const float & FarClip () const noexcept + const glm::mat4 & Projection()

+ glm::mat4 View() const + void SetDirty() noexcept + static void ClearColor (glm::vec4 _color) + static glm::vec4 ClearColor()