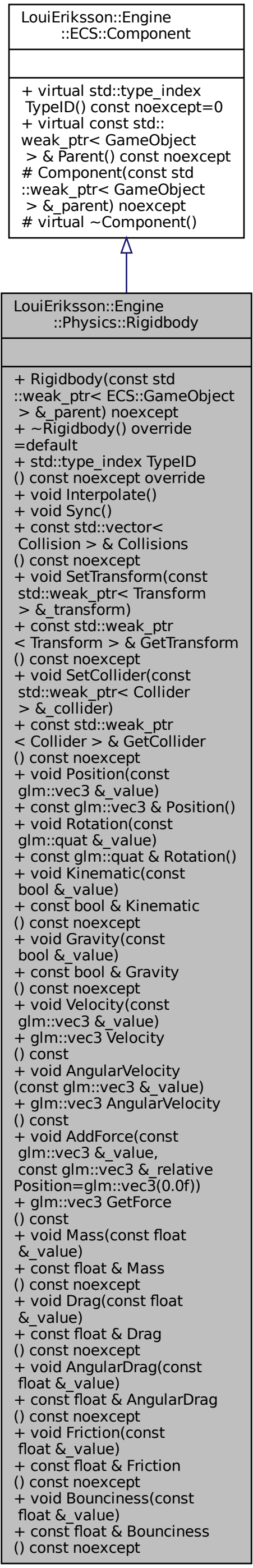
LouiEriksson::Engine
::ECS::Component
+ virtual std::type_index
TypeID() const noexcept=0
+ virtual const std::
weak_ptr< GameObject
> & Parent() const noexcept
Component(const std
::weak_ptr< GameObject
> &_parent) noexcept
virtual ~Component()
LouiEriksson::Engine
::Physics::Rigidbody
+ Rigidbody(const std
::weak_ptr< ECS::GameObject
> &_parent) noexcept
+ ~Rigidbody() override
=default
+ std::type_index TypeID
() const noexcept override
+ void Interpolate()
+ void Sync()
+ const std::vector<
Collision > & Collisions
() const noexcept
+ void SetTransform(const
std::weak_ptr< Transform
> &_transform)
+ const std::weak_ptr
< Transform > & GetTransform
() const noexcept
+ void SetCollider(const
std::weak_ptr< Collider
> &_collider)
+ const std::weak_ptr
< Collider > & GetCollider
() const noexcept
+ void Position(const
glm::vec3 &_value)
+ const glm::vec3 & Position()
+ void Rotation(const
glm::quat &_value)
+ const glm::quat & Rotation()
+ void Kinematic(const
bool &_value)
+ const bool & Kinematic
() const noexcept
+ void Gravity(const
bool &_value)
+ const bool & Gravity
() const noexcept
+ void Velocity(const
glm::vec3 &_value)
+ glm::vec3 Velocity
() const
+ void AngularVelocity
(const glm::vec3 &_value)
+ glm::vec3 AngularVelocity
() const
+ void AddForce(const
glm::vec3 &_value,
const glm::vec3 &_relative
Position=glm::vec3(0.0f))
+ glm::vec3 GetForce
() const
+ void Mass(const float
&_value)
+ const float & Mass
() const noexcept
+ void Drag(const float
&_value)
+ const float & Drag
() const noexcept
+ void AngularDrag(const
float &_value)
+ const float & AngularDrag
() const noexcept
+ void Friction(const
float &_value)
+ const float & Friction
() const noexcept
+ void Bounciness(const
float &_value)
+ const float & Bounciness
() const noexcept