+ 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()

A

LouiEriksson::Engine ::Graphics::Renderer

+ Renderer(const std ::weak_ptr< ECS::GameObject > & parent) noexcept

+ ~Renderer() override + const std::type_index TypeID() const noexcept

override
+ void SetMesh(const
std::weak_ptr< Mesh</pre>

> &_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_pti
< Material > & GetMaterial
() noexcept

+ void SetTransform(const std::weak_ptr< Transform

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

< Transform > & GetTransform () noexcept