```
LouiEriksson::Component
 + virtual std::shared
   ptr< GameObject > Parent
 () const
 # Component(const std
 ::shared_ptr< GameObject
   &_parent)
 # virtual ~Component()
                Δ
    LouiEriksson::Rigidbody
+ Rigidbody(const std
::shared_ptr< GameObject
> &_parent)
+ ~Rigidbody() override
=default
+ void Interpolate()
+ void Sync()
 const std::vector<
Collision > & Collisions
() const
+ void SetTransform(const
std::weak_ptr< Transform > &_transform)
+ const std::weak
                     ptr
  Transform > & GetTransform
() const
+ void SetCollider(const
std::weak_ptr< Collider
> &_collider)
+ const std::weak
                     ptr
 < Collider > & GetCollider
() const
+ 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
 void Gravity(const
bool &
         value
+ const bool & Gravity
() const
+ 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 &_relativ
Position=glm::vec3(0.0f))
                      relative
+ glm::vec3 GetForce
() const
+ void Mass(const float
&_value)
+ const float & Mass
() const
+ void Drag(const float
&_value)
  const float & Drag
() const
 - void AngularDrag(const
float & value)
+ const float & AngularDrag
() const
+ void Friction(const
float &_value)
+ const float & Friction
() const
+ void Bounciness(const
float &_value)
+ const float & Bounciness
() const
```