

LouiEriksson::Time

- + Time()=delete
- + Time(const Time &_other)=delete
- + ~Time()=delete
- + Time & operator=(const Time &_other)=delete
- + Time & operator=(Time &&_other)=delete
- + static void Scale(const float &_value)
- + static const float & Scale()
- + static const float & Elapsed()
- + static const float DeltaTime()
- + static const float & UnscaledDeltaTime()
- + static void FixedDeltaTime(const float &_value)
- + static const float FixedDeltaTime()
- + static const float & FixedUnscaledDeltaTime()