

LouiEriksson::Engine  
::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) noexcept  
+ static const float  
& Scale() noexcept  
+ static const float  
& Elapsed() noexcept  
+ static float DeltaTime  
( ) noexcept  
+ static const float  
& UnscaledDeltaTime  
( ) noexcept  
+ static void FixedDeltaTime  
(const float &\_value) noexcept  
+ static float FixedDeltaTime  
( ) noexcept  
+ static const float  
& FixedUnscaledDeltaTime  
( ) noexcept