

```
std::enable_shared  
_from_this< Scene >
```



LouiEriksson::Engine
::ECS::Scene

```
# std::vector< std::shared  
_ptr< GameObject > > m  
_Entities  
# Hashmap< std::type  
_index, std::vector  
< std::weak_ptr< Component  
> > > m_Components
```

```
+ Scene()=default  
+ virtual ~Scene()  
+ const Hashmap< std  
::type_index, std::vector  
< std::weak_ptr< Component  
> > > & Components() noexcept  
+ void Save(const std  
::filesystem::path &_path)  
+ std::shared_ptr< T  
> Attach(std::shared  
_ptr< T > _entity)  
+ void Detach(const std  
::weak_ptr< T > &_entity)  
+ std::shared_ptr< GameObject  
> Attach(std::shared_ptr  
< GameObject > _entity)  
+ void Detach(const std  
::weak_ptr< GameObject  
> &_entity)  
+ void Detach(const std  
::weak_ptr< Component  
> &_entity)  
+ static std::shared  
_ptr< Scene > Load(const  
std::filesystem::path  
&_path, const Hashmap<  
std::string, std::shared  
_ptr< Script >(*) (const std  
::weak_ptr< ECS::GameObject  
> &parent)> &_initialisers)  
# virtual void Begin()  
# virtual void Tick(const  
Graphics::Camera::RenderFlags  
&_flags)  
# virtual void FixedTick()
```