## LouiEriksson::ECS:: Component + virtual 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() Λ LouiEriksson::Physics ::Collider # Type m Type # std::shared\_ptr< btCollision Shape > m\_CollisionShape # std::weak\_ptr< Transform > m Transform # std::weak\_ptr< Rigidbody > m Rigidbody + Collider(const std ::weak\_ptr< ECS::GameObject > &\_parent) noexcept + ~Collider() override =default + virtual void SetTransform (const std::weak\_ptr< Transform > & transform) noexcept + const std::weak\_ptr < Transform > & GetTransform () const noexcept + void SetRigidbody(const std::weak\_ptr< Rigidbody > &\_transform) noexcept + const std::weak\_ptr < Rigidbody > & GetRigidbody () const noexcept + void SetType(const Type &\_type) noexcept + const Type & GetType () const noexcept LouiEriksson::Physics ::SphereCollider + SphereCollider(const std::weak\_ptr< ECS:: GameObject > &\_parent) + ~SphereCollider() override + std::type\_index TypeID () const noexcept override + void Radius(const float &\_radius) + float Radius() const