SystemBase

RhythmSystemEntities.ECS.System.NoteAllDataSpawnSystem
- generateDataTemp
- + Spawn()
- # OnCreate()
- # OnUpdate()

RhythmSystemEntities.ECS.System.NoteJudgeSystem
- onJudge
- judgeMusicSettingsList
- isJudgeInput
- judgedInputData
- + OnJudge()
- + AddMusicSettings()
- + Judge()
- # OnCreate()
- # OnUpdate()
- # OnDestroy()
- ExecuteJudge()

RhythmSystemEntities.ECS.System.NoteOptionPresenterSystem
- + SetNoteOption()
- # OnUpdate()

RhythmSystemEntities.ECS.System.TimePresenterSystem
- nowSecPresentData
- + MusicTimePresent()
- # OnCreate()
- # OnUpdate()
- # OnDestroy()