

IComponentData

```
classDiagram
    class IComponentData {
    }
    class RhythmSystemEntitiesECSDataNoteGeneratorData {
        +isInit
        +singleNoteEntity
        +longNoteEntity
        +longNoteEdgeEntity
        +notePresenterDataEntity
        +musicID
        +bpmChangesBlobRef
        +notePropertyTempsBlobRef
    }
    RhythmSystemEntitiesECSDataNoteGeneratorData --|> IComponentData
```

RhythmSystemEntities.ECS.
Data.NoteGeneratorData

+ isInit

+ singleNoteEntity

+ longNoteEntity

+ longNoteEdgeEntity

+ notePresenterDataEntity

+ musicID

+ bpmChangesBlobRef

+ notePropertyTempsBlobRef