LayerManager & Layers

A layer manager is a class which manages a list of layers. A scene contains an instance of a layer manager. This allows layers to be added to scenes through the layer manager.

A layer can respond to the various user inputs and updates. This is useful because entities can be assigned to a layer meaning you have a way to **group** a set of entities to behave in a certain way under event updates.

Retrieving the layer manager from the scene and calling the **attachLayer** function will allow you to add the instance of the layer provided to the back of the layer list. As with other object lists, the list is insertion ordered.

Layers are updated when the scene is updated, and the layer will receive the user input event when event manager processes the user input events.

**Creating a New Layer**

1. Create a new layer class which inherits from the layer class, pass the name of the layer to the layer constructor
2. Override the necessary functions, see layer.h for the virtual functions
3. Update the function **createLayer** in the sceneLoader class to create the new subclass layer
4. Update the scene’s config file to load the layer into the scene