ECS::IComponent

+ ~IComponent()
+ getComponentType()
+ ~IComponent()
+ getComponentType()

△

Components

_type

+ Components()
+ ~Components()
+ getComponentType()
+ Components()
+ ~Components()
+ getComponentType()

△

CompDrawable

+ CompDrawable()
+ ~CompDrawable()
+ getSprite()
+ getTexture()
+ getRect()
+ getShift()
+ setRect()
+ setAnimationPos()
+ setByPos()
+ loadTexture()
and 13 more...