

ECS: SYSTEMS

```
struct TransformSystem;

impl<'a> System<'a> for TransformSystem {

    type SystemData = (WriteStorage<'a, Pos>, ReadStorage<'a, Vel>);

    fn run(&mut self, (mut pos, vel): Self::SystemData) {

        // The `.join()` combines multiple components,
        // so we only access those entities which have
        // both of them.

        for (pos, vel) in (&mut pos, &vel).join() {

            pos.0 += vel.0;

        }

    }

}
```

EDITOR

