

entityx::System< RenderSystem >

ex::Receiver< RenderSystem >

RenderSystem

```
graph BT; RS[RenderSystem] --> ES[entityx::System< RenderSystem >]; RS --> ER[ex::Receiver< RenderSystem >];
```

The diagram illustrates a class hierarchy. At the bottom center is a gray rectangular box labeled 'RenderSystem'. Two blue arrows originate from the top corners of this box. One arrow points diagonally up and to the left, terminating at the bottom center of a white rectangular box labeled 'entityx::System< RenderSystem >'. The other arrow points diagonally up and to the right, terminating at the bottom center of a white rectangular box labeled 'ex::Receiver< RenderSystem >'. This visualizes 'RenderSystem' as a base class or interface that is specialized by the two entities above it.