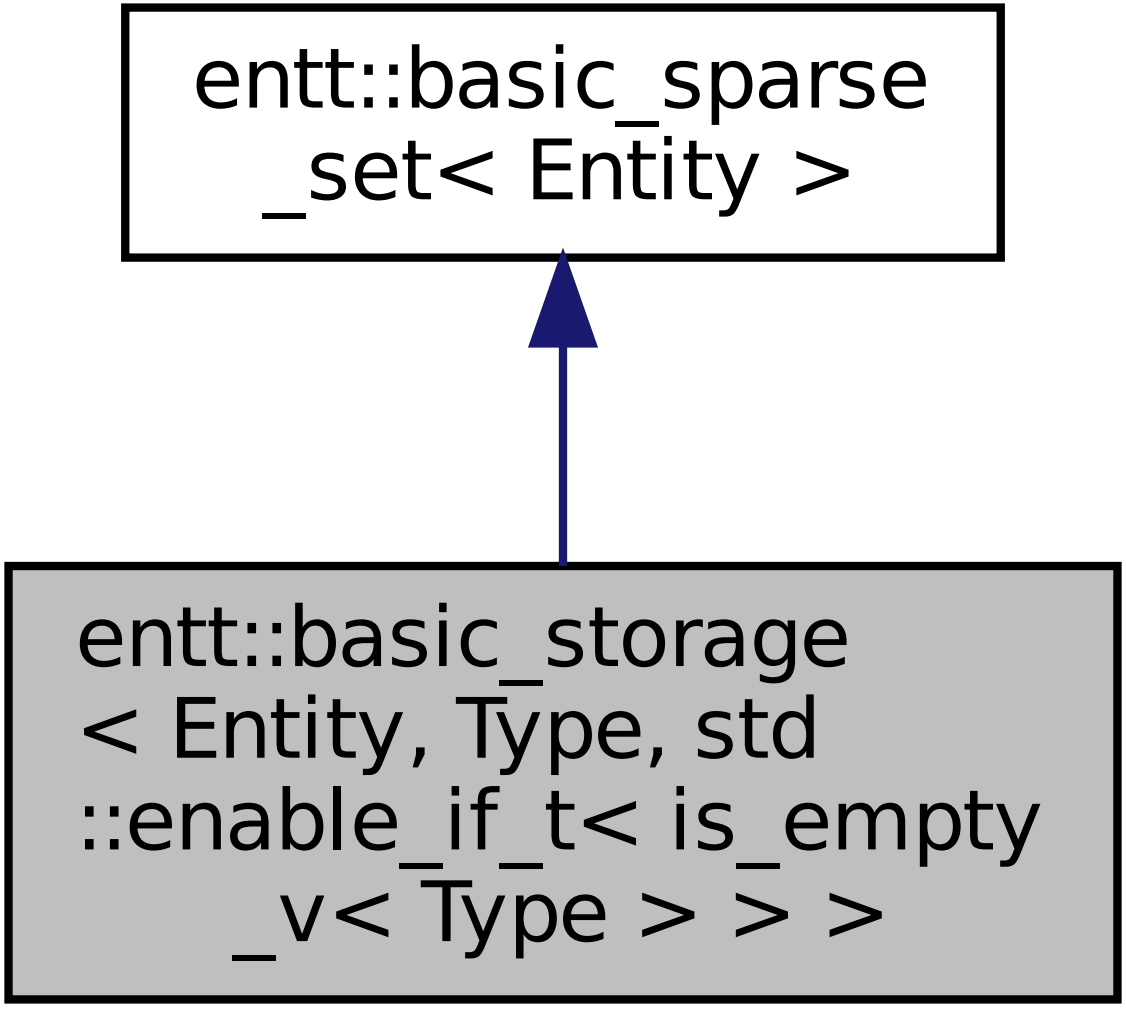
entt::basic_sparse
_set< Entity >
entt::basic_storage
< Entity, Type, std
::enable_if_t< is_empty
_v< Type > > >