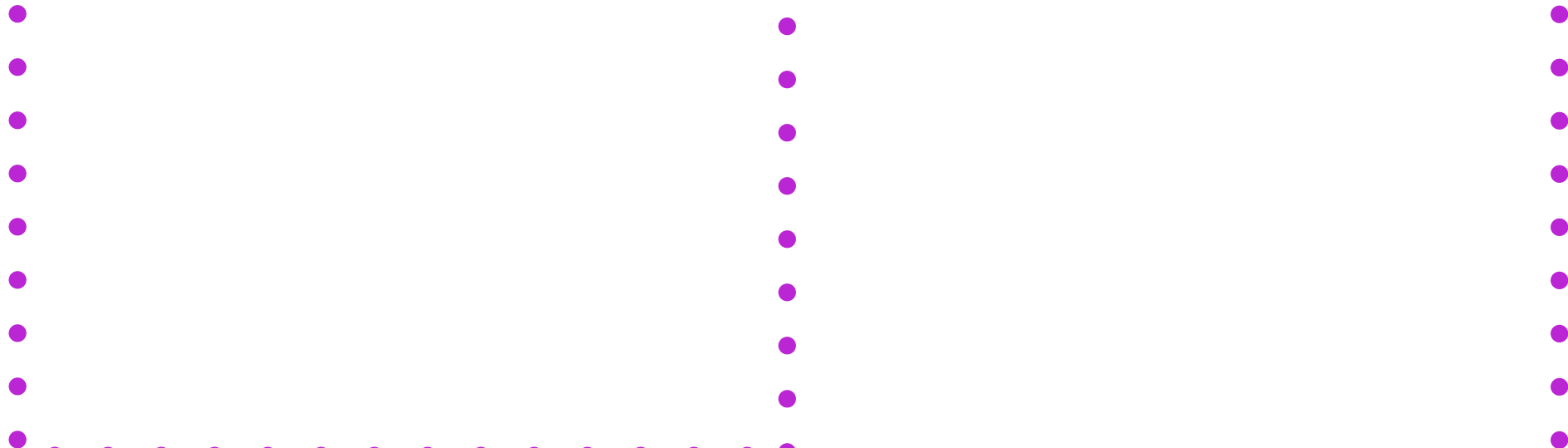
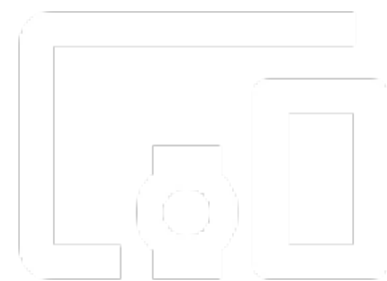
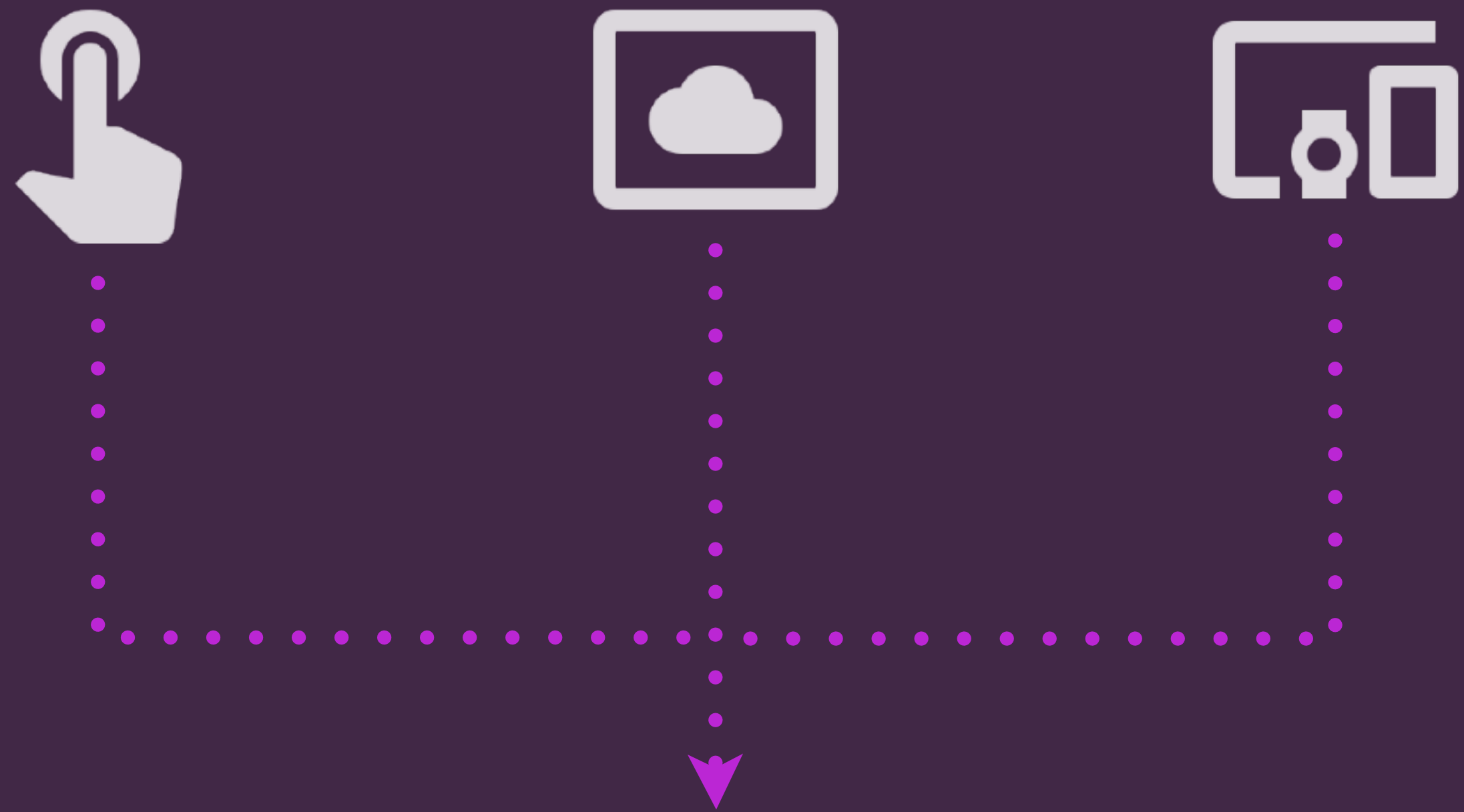


Reduced Collision Time





Reducer<Collection<T>>

```
interface EntityState<Entity> {  
  ids: string[];  
  entities: { [id: string]: Entity };  
}
```