

ant::Entity

- name
- mask
- states
- Components

- + Entity()
- + Entity()
- + Entity()
- + addComponent()
- + getComponent()
- + removeComponent()
- + getName()
- + setName()
- + setComponents()
- + getComponents()
- + getMask()
- + hasComponent()
- + is()
- + addState()
- + removeState()
- + getStates()
- + clear()
- + operator==()
- + operator!=()
- + operator==()
- + ~Entity()