

## ant::ComponentFactory

- assets

- + ComponentFactory()
- + ComponentFactory()
- + loadAssets()
- + unloadAssets()
- + setAssetManager()
- + getAssetManager()
- + createTransform()
- + createVelocity()
- + createBounds()
- + createDestructable()
- + createAnimation()
- + createSprite()
- + createPassage()
- + createIn()
- + createOut()
- + createCounter()
- + ~ComponentFactory()
- mapImage()