

## ant::ComponentSettings

- + entityName
- + minSpeed
- + maxSpeed
- + scale
- + position
- + rotation
- + spriteID
- + animation
- + dest
- + DestructiblePosition
- + imageID
- + bounds
- + count
- Speed

- + ComponentSettings()
- + loadSettings()
- + setSpeed()
- + getSpeed()
- + ~ComponentSettings()