

MB2D.EntityComponent.Entity.
DetachAll

```
graph LR; A[MB2D.EntityComponent.Entity.DetachAll] --> B[MB2D.EntityComponent.EntityMap.UpdateEntityMask]; A --> C[MB2D.EntityComponent.EntityMap.UpdateSystems];
```

The diagram illustrates a method call. A gray box on the left, labeled 'MB2D.EntityComponent.Entity.DetachAll', has two blue arrows pointing to two white boxes on the right. The top white box is labeled 'MB2D.EntityComponent.EntityMap.UpdateEntityMask' and the bottom white box is labeled 'MB2D.EntityComponent.EntityMap.UpdateSystems'.

MB2D.EntityComponent.Entity
Map.UpdateEntityMask

MB2D.EntityComponent.Entity
Map.UpdateSystems