MidnightBlue.Engine.Entity Component.EntityMap

+ this[string key]
+ EntityCount
+ NextID
+ NextMask

+ EntityMap()
+ EntityMap()
+ AddComponent< T >()
+ AddSystem< T >()
+ AddEntity()
+ UpdateEntityMask()
+ UpdateSystems()
+ CreateEntity()
+ GetComponentID< T >()
+ GetSystem< T >()
+ EntitiesWithComponent< T >()
+ Clear()