

MB2D.EntityComponent.Entity.
Attach< T >

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

The diagram illustrates a function call. A grey box on the left contains the text 'MB2D.EntityComponent.Entity.Attach< T >'. Two blue arrows originate from the right side of this box. The top arrow points to a white box containing 'MB2D.EntityComponent.EntityMap.UpdateEntityMask'. The bottom arrow points to a white box containing 'MB2D.EntityComponent.EntityMap.UpdateSystems'.

MB2D.EntityComponent.Entity
Map.UpdateEntityMask

MB2D.EntityComponent.Entity
Map.UpdateSystems