```
EntitySystem

    AssociatedEntities

  + ValidComponents
  + ID
  + DestroyList
  + Association
  # idEntityMap
  # associationType
  + EntitySystem()
  + Run()
  + AssociateEntity()
  + RemoveAssociation()
  # ProcessingLoop()
  # Destroy()
  # PreProcess()
  # PostProcess()
  # PostAssociate()
  # Process()
MidnightBlue.GalaxyRender
```

System + InfoList

+ GalaxyRenderSystem()

PreProcess() # Process()