

MB2D.EntityComponent.Entity  
System

+ AssociatedEntities  
+ ValidComponents  
+ ID  
+ DestroyList  
+ Association  
# \_idEntityMap  
# \_associationType

+ EntitySystem()  
+ Run()  
+ AssociateEntity()  
+ RemoveAssociation()  
# ProcessingLoop()  
# Destroy()  
# PreProcess()  
# PostProcess()  
# PostAssociate()  
# Process()