

MidnightBlue.Engine.Entity  
Component.Entity

- + Mask
- + ID
- + Tag
- + ComponentList
- + ComponentTypeList
- + Persistant
- + Active

- + Entity()
- + Attach< T >()
- + Attach()
- + Detach< T >()
- + DetachAll()
- + GetComponent< T >()
- + HasComponent< T >()